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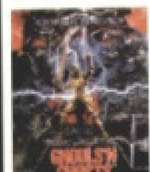
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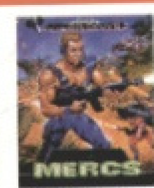
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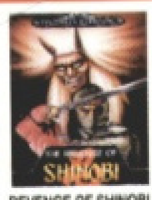
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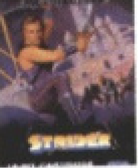
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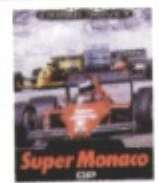
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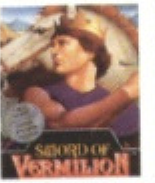
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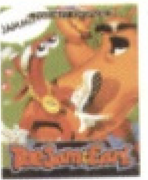
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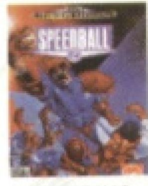
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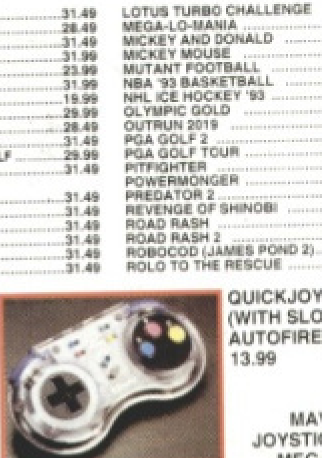
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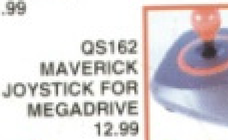
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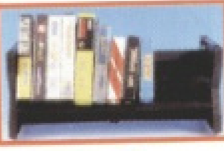
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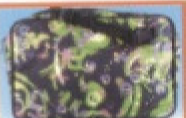
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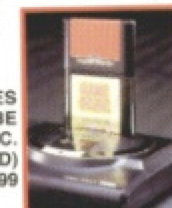


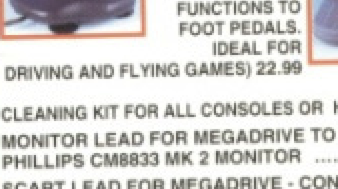


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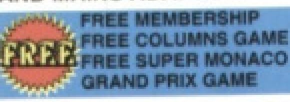
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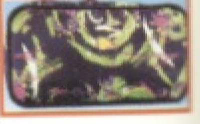


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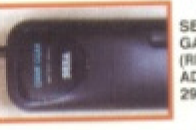
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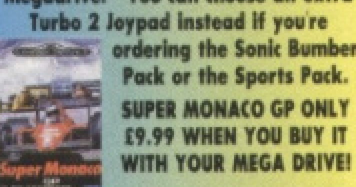
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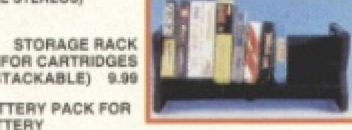
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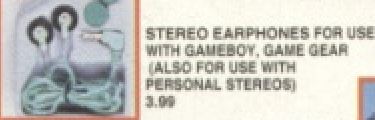
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CONTENTS





▲ *Have some of that! The smart Cyborg Justice reviewed this ish.*





▲ Pukka, E 17 in the haaaaas, booyyyeee.

▲ Hey, that's my dad's car that is! Dad! Stop dad! Daaad!!! Mega-CD motor racing malarkey ahoy!

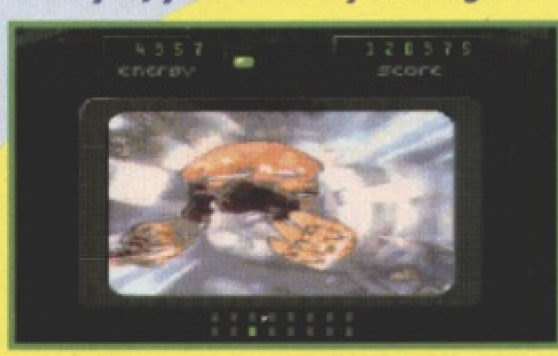


▲ Mega-CD Final Fight at last!!!

▲ A pulsating purple monster yesterday.



▲ My haven't you grown. When I first knew you, you were only this high!



▲ Sewer Shark, wrong way dog breath

MASTER SYSTEM REVIEWS

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SPECIAL THANKS TO: Mr Gary Harrod for taking time out from his oh-so-hectic schedule (of playing F1 Exhaust Heat II on the Super NES) to put together our Flashback map.

OFFICE PHRASEOLOGY II
"FASCINATING"
Used in conjunction with the appropriate facial expression, "fascinating" suddenly seems to mean the opposite of its dictionary definition. Derives from the sampled tones of Mr Spock on our Macintosh Star Trek screen savers.

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EDITOR

BEST MEAN MACHINES EVER?

Wotcha! Welcome to the latest and possibly greatest MEAN MACHINES ever — 116 pages of pure excellence, brought to you for only £1.95! We've worked our nether regions off in producing one of the most skillful mags in the history of MEAN MACHINES... and if you don't believe us, why not check out our impressive roster of games?

You'll find all manner of stunning stuff including Flashback (hurrah!), Jaguar XJ220, Tiny Toons Adventures, Cyborg Justice, Night Trap... the list goes on forever (well, maybe not, but it's pretty darned long, that's for sure). Adding to the excitement are some of the best games we've ever previewed — two pages each on ace games like Jungle Strike, X-Men and Cool Spot. As you can tell, we've brought you the fabbiest exclusives — and this is going to continue! Next month, we've got one of the hottest games of the summer lined up for exclusive review! And if all goes well, the month after that should see an issue of MEAN MACHINES that you will change your life (well, maybe).

I'm running out of space here, but stay with us — next month we've lined up an enormous Sega-sponsored giveaway — it's going to be mega and it's going to be FREE! See you next month...

RICH LEADBETTER

VROOM, BOOM AND DOOM

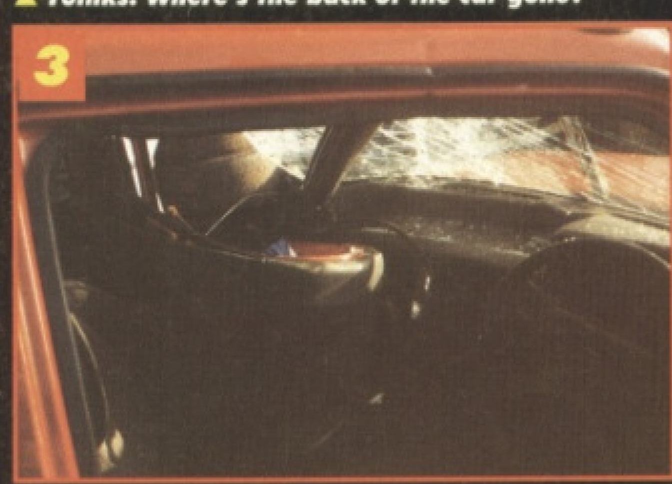
So, you've just bought a fab (er...), new (um...) Mazda and you're carefully driving home. What happens next? Well if your name's Matthew Medland and you live in Witham, Essex, the chances are you're going to speed along a country road, spin off at high speed and finally collide side-on with a telegraph pole! The results... well, check out the pics and witness the carnage! But was Mr Medland injured in this horrific accident? "Well, not really," claims the graduate of the Frank Spencer School of Driving, "I just got a slither of glass up my nose which I only discovered when I blew my nose the next morning". Fascinating. But can you do better? If so, send it into ARGHHH! NO! BANG! MEAN MACHINES, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



▲ *Yoinks! Where's the back of the car gone?*



▲ *Oh there it is, warped at almost 70 degrees!*



▲ *What's that bucket doing on the passenger seat?*



▲ *Ah, it's actually the passenger door! Aieeee!*

RIAL


"CONCRETE OVERCOAT"

JULIAN "CONCRETE OVERCOAT" RIGNALL

"I remember when I was playing rugby at one time when a large member of the opposing team leapt upon my leg, dislocating my kneecap," winces Jaz at the memory. "I was out of commission for weeks, and was overjoyed to get back on the field again. That is, until someone else managed to jump on my other leg, ripping all the ligaments from the other kneecap." Of course, the fact Jaz played against Mafia Town in both matches has no connection with this kneecapping activity whatsoever.

CURRENT FAVE GAMES: SEWER SHARK, PGA II


"HOPALONG"

RICHARD "HOPALONG" LEADBETTER

"I remember I was leaving the pub once," says Rich, immediately giving away the cause of his mishap. "It was one of those crumbly old places with eroded stone stairs outside. Anyway, I missed my footing, something to do with the poor lighting, and not at all due to me having consumed a bit too much fizzy Tizer. Next thing I knew I was lying on the floor having twisted my ankle right round. I took my shoe off as it started to swell, only to watch my foot turn an impressive shade of black." calls our Ed from his new Stannah stairlift.

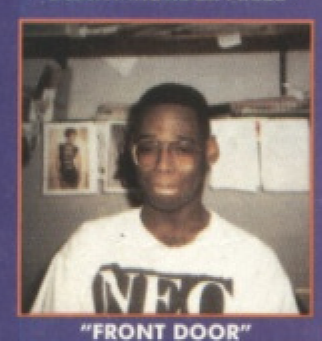
CURRENT FAVE GAMES: CYBORG JUSTICE, FLASHBACK, TINY TOONS ADVENTURES


"DEATH MURDER AIEEE"

LUCY "DEATH MURDER AIEEE" HICKMAN

"I recall my brand new fountain pen," begins Lucy obliquely. "I was very proud of it, although the top was always a bit loose. Anyway, on the way home from school one day, with new pen very much in bag, I was knocked by a speeding chap on a bicycle. My back slapped into my legs, and I was stabbed by my new pen I looked around a couple of minutes later because I felt my leg was all wet, and lo and behold, I'd gone and severed an artery, and I was dying. Luckily I was whizzed to hospital before I copped it, and we all saw the funny side of the *fountain* of blood that spewed from my limb!" Well perhaps you had to be there, Lucy.

CURRENT FAVE GAMES: TWINKLE TALE, STREETS OF RAGE II

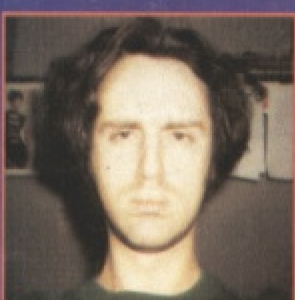


"FRONT DOOR"

OZ "LEAVE YOUR FRONT DOOR OPEN" BROWNE

"Eeh, we never had hideous bodily injuries in my day," croaked our wizened art editor when quizzed. "But mind you, I am off to hospital in a couple of weeks to have me varicose veins done. I tell you what, you young people, you've got no respect. In my day..." Oz unfortunately got a bit over-excited at this point, and a kindly nurse had to escort him off for his injection and a change of trousers.

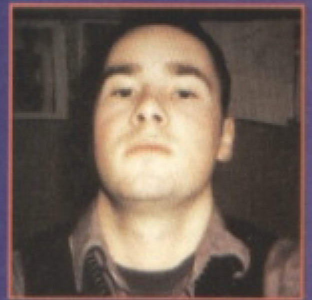
CURRENT FAVE GAMES: STREETS OF RAGE II


"STALE FISH"

ANDY "STALE FISH" McVITTIE

"Yo, I was out shreddin' with my homies on the rad half-pipe, my maaan," commences Andy in a newly-acquired mid-Atlantic accent. "Well, like, I was going for an ollie with McTwist and fingerflip revert in my brand new pair of Cons when my foot came off my deck and made contact with the ramp. But the brand new treads on my All-Stars immediately stuck and my downward momentum resulted in my toes hitting my shin as my ankle was completely snapped, and like, that's why I can't skate anymore, boyyyyyeee. It's not at all because I got a kickturn all wrong. Oh no." Yes Andy, and I'm sure we all believe you too.

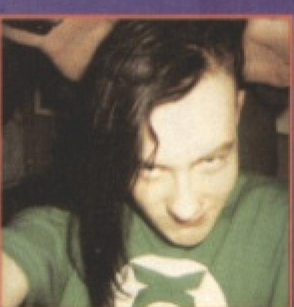
CURRENT FAVE GAMES: TINY TOONS, TWINKLE TALE, MICRO MACHINES, RAINBOW ISLANDS (MS)


"WESTWOOD"

ANGUS "WESTWOOD" SWAN

"Hoots!" exclaimed Angus rather uncharacteristically when queried about his "war wounds". "The worst one I can remember is when the town centre at home had just been resurfaced with those red brick chips. Sadly, in my excited rush to be one of the first to walk on them I tripped flat on my face. When I finally got up I found I had three of them embedded into my forehead." The stones remained there for a couple of weeks because Gus was too enamoured with his "Vivian out of the Young Ones" look and wouldn't go to hospital.

CURRENT FAVE GAMES: SEWER SHARK, NIGHT TRAP, GALAXIAN III - COIN OP, ECCO


"MY LEFT FOOT"

RADION "MY LEFT FOOT" AUTOMATIC

This Senior Staffy is always putting his foot in it, especially when it comes to discussions with important software reps! However this trait brought about a truly unfortunate turn of events once, while the lad was preparing for school. Whilst rushing around the dozy kipper smashed his left foot on his brother's bed. "Having broken all my poor toes I was rushed off to hospital where where the doctor proceeded to tickle my feet, just to see whether I was really hurt or not," quoth Rad. "Anyway, a week passed and I was ready to go back to school, but that morning I managed to smash my *right* foot against the washing machine, and break the remainder of my toes. Needless to say, much immobilisation was the order of the next three weeks."

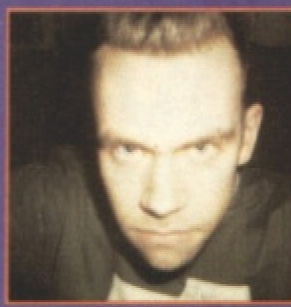
CURRENT FAVE GAMES: TINY TOONS, TWINKLE TALE


"STITCHED UP"

PAUL "STITCHED UP" DAVIES

"I always wanted stitches," sighs Paul, gazing wistfully into the distance. ":And one day I chanced upon an ideal stitches opportunity. I was cutting a cardboard facsimile of an Olde Worlde car out of the back of a Weetabix box. I rammed the scissors zestfully through the box, forgetting that my fingers were on the other side. One finger was really badly cut, but instead of sending me to hospital for my stitches, my mum just made me sit there holding my arm above my head for hours, holding the cut closed with a towel.Maybe one day.." trails Paul, fidgeting with his dirk.

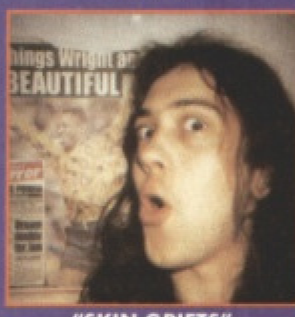
CURRENT FAVE GAMES:SEWER SHARK, FATAL FURY, CYBORG JUSTICE AND TINY TOONS.


"STUPID"

DAVE "STUPID" KELSALL

"I remember once years ago," kicks off Dave guiltily. "A friend and myself were playing with lighter fluid, observing how you could pour it on your hands or jeans and burn it without incident, so I thought I'd try it on my brand new towelling socks. Sadly, the lighter fluid soaked right through, and my lower leg became an instant fireball. By the time I'd undone my laces there was precious little of my sock left. Luckily, my friend had rushed off to get some water. In her hands. The resulting trickle, which missed my foot and landed on the carpet, did nothing at all to save me from a rather severely burnf leg, but I don't hold it against her." finished Dave, contemplating his collection of shrunken heads. Schkloop!

CURRENT FAVE GAMES: FLASHBACK, TINY TOONS



"SKIN GRIFTS"

TOM "SKIN GRIFTS" COX

"Probably my most horrible injury," muses our mop-topped designer "was when my mate had just got his Grifter. I was still stuck with my old racer, but I was sure it would compare favourably to my pal's trendy new all-terrain bike, so I offered him a race down a big bumpy hill near our home. Of course, his ahead-of-its-time bike of the century rode out the pitfalls with ease, whereas my front wheel snagged in the first suggestion of a pothole, sending me bouncing down the hill with something of a broken collarbone. Mind you, it didn't leave any permanent damage." What a pity his face didn't escape so lightly. Schkrenk!

CURRENT FAVE GAMES: BATTLE SQUADRON

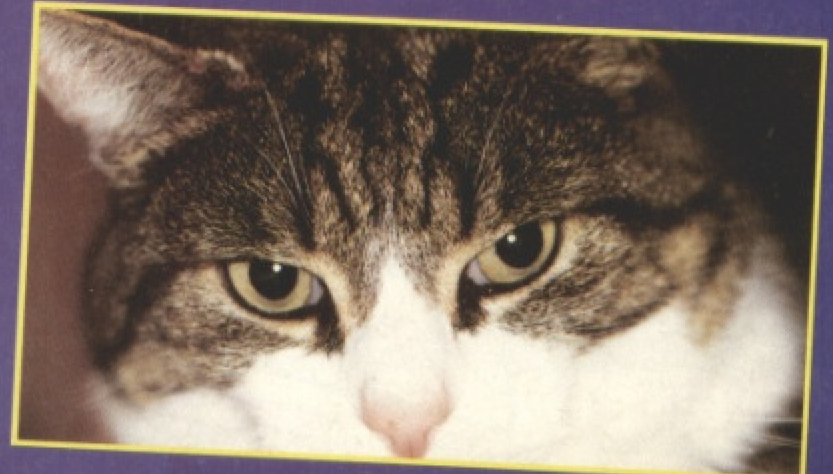

"ABSOLUTELY SICKENING"

FRASER "ABSOLUTELY SICKENING" GRAY

Fraser is surely the winner of the Sickest Injury in MEAN MACHINES AWARD, and his rather horrific tale runs like so. "As a boy I always had a fascination with playing in building sites, and I remember one time when I'd combined this with my passion for tree climbing. Anyway, teatime came and so I jumped out of my tree (not for the last time, obviously), straight on to the biggest rusty nail ever. Both my feet were impaled on it, and the nail was cleaving straight through the bone. So off I was rushed to hospital, where I was given a tetanus jab. Unfortunately, I suffered an allergic reaction to the drug, and I was completely paralysed for six months!" Of course, Fraser's left-footed design techniques are now the talk of the industry.

CURRENT FAVE GAMES: SEWER SHARK

▼ *Dave's true love: Tigger the cat.*




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NEWS

EXCLUSIVE

VIRTUAL CD

Let your lower jaws drop in stunned amazement as you cast your eyes over the exclusive pictures on this page and take in the amazing new Mega-CD experience from Sega — Silpheed VR.

As you can see from the shots, this little gem is shaping up very nicely — and so it should be since Sega claims it's going to revolutionise shoot 'em ups as we know them.

Due out officially in September, the game involves you guiding your space ship through a horde of ultra-tough enemies and features some amazing 3D vector graphics giving the whole game a sort of virtual reality feel.

Produced by the hot developing team, Game Arts — who boast years of refining their polygon graphics, Silpheed, from what we've seen so far, is going to be an absolute stunner. Naturally we'll bring you a full update the very second we get it.









A GOOD KICKIN'

Not content with selling more Bits than Madonna, Sega will soon be packing them in at Wembley with a new sponsorship deal of FA Cup on B Sky B — including coverage of England's qualifying rounds for the 1994 World Cup.
Arsenal defender, Lee Dixon is pictured here showing off the swanky gear between his legs — mega!





FLOB A LOB A BOB

The course of true love never runs smoothly and there's probably nothing worse than when some hot babe is sitting at home gagging for you and you can't get there in time for the date because your car breaks down or something.

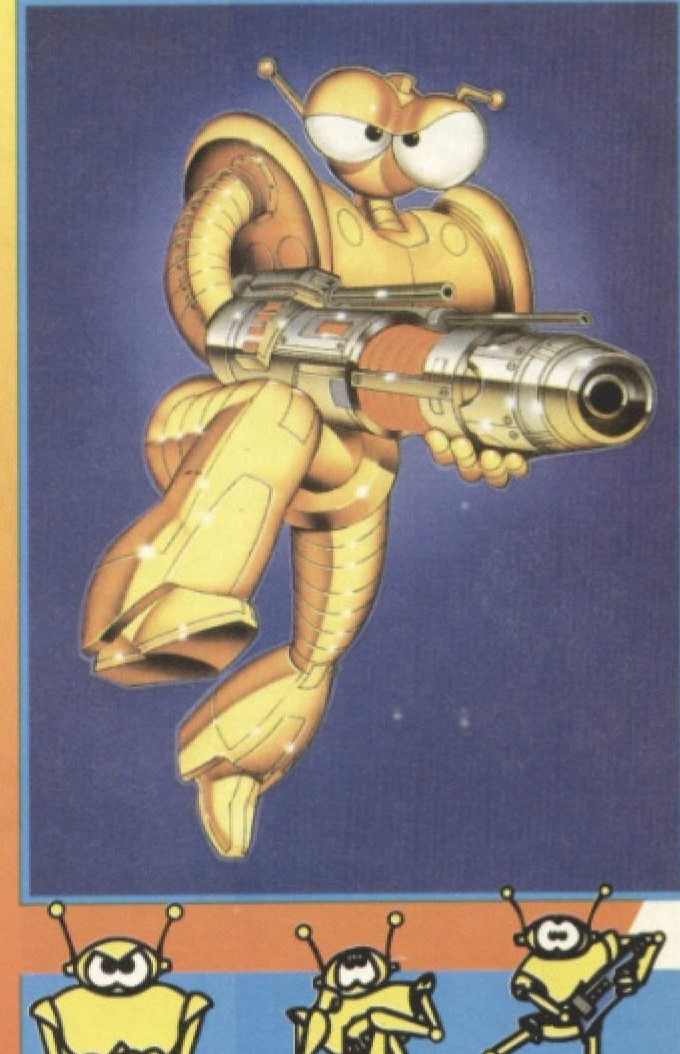
For Bob, Electronic Arts' new android Megadrive hero, the problem's much worse. This cool guy couldn't settle for the girl next door type. Oh no. He had to go for some luscious type on the other side of the galaxy!

In his haste to engage in a bit of tonsil tennis, Bob shoots recklessly through the skies in his dad's motor and hurtles headlong into a giant asteroid over the Planet Goth which totals his transport and forces him to crash land in a pile of rubble on the surface of the unchartered planet.

To reach his girlfriend in time for a decent snog, Bob bamboozles his way through a stack of platforms and puzzles and fends off the Serious Crime Squad (it hasn't yet been disbanded on Goth and to these guys crash-landing carries a heavy sentence — usually death without trial!).

The aliens send out scouts to find out how determined our android really is — you (as Bob) can waste them if you wish but your punishment at the hands of the bosses is likely to be much harsher if you do, but if you just send 'em packing with a sound scaring you might just come through it alive.

Fortunately, Bob's brought his tool kit which includes six types of ammunition and six different gadgets, including a trampoline, to help him get through the 45 levels of alien animosity and still make his date. More news on our metal friend when we get it.



JACKING IT IN

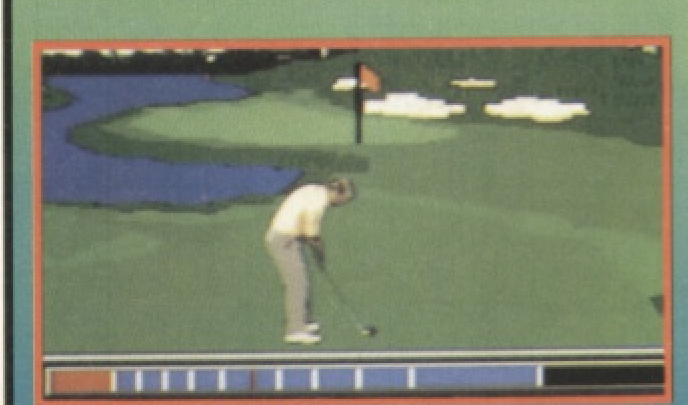
Putting its way onto the Megadrive soon comes Jack Nicklaus Power Challenge Golf from Accolade which, strangely enough, appears to be a golfing sim.

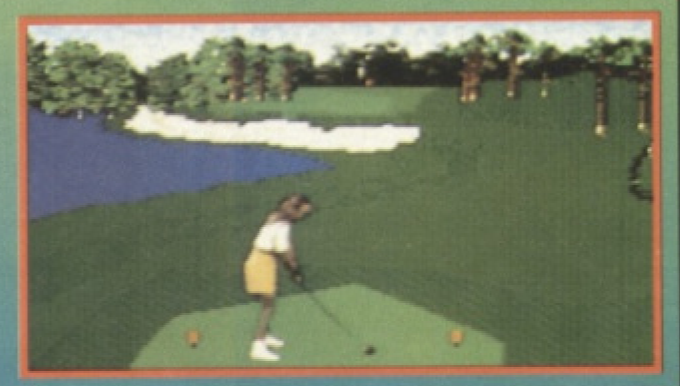
Using fully-digitised golfers, tackle two of Jack's toughest course designs — the water intensive English Turn Golf Club (New Orleans) and rugged Sherwood Country Club (Thousand Oaks, CA) with a bucketful of shots at your finger tips.

Play alone, with three mates or against the computer, compete in Stroke, Skins or Tournament play or if your golfing skills are a bit sad put in some practice on the driving range and putting green.

Transform the computer players into pros and use the on-screen tape measure to read the exact distance between the balls and the hole. The game also adjusts ball trajectories to account for club selection. Tune in soon for further details.

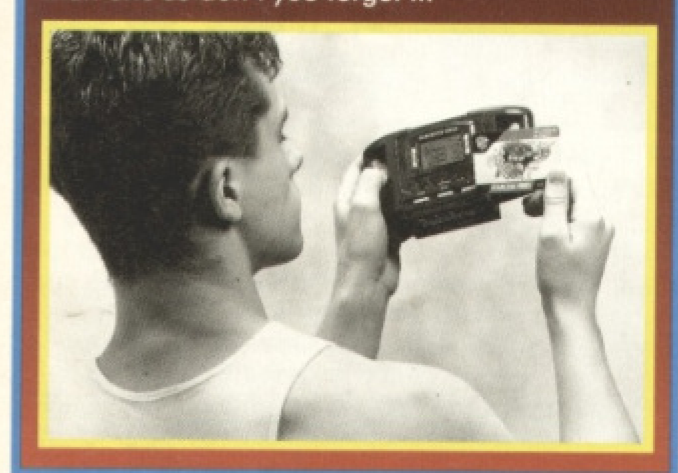






MEAN MACHINES IS TOPS BAR NONE

You may or may not have heard of the Barcode Battler, the Japanese craze about to sweep Britain but if you own one buy a pile of Mean Machines' because according to Sky's Games World show, this esteemed organ scored the most points out of a range of other products. The battler electronically reads barcodes and notches up a varied number of attack, defence and life force power points (depending on the product) which enables players to battle it out using a further selection of 'weapon' cards. And when different barcodes were tested out for the highest scorer on Games World MEAN MACHINES SEGA, with a stonking 45,000 action points, stomped all the competition (including other inferior mags, a box of cornflakes and a stack of sweetie bars, to name but a few).
Oh and since we're on a 'blowing our own trumpet trip' we might as well mention this year's sales. In the last six months,our sales have soared to a whopping 133,929 making MEAN MACHINES SEGA is the best selling games mag EVER! So when we say MEAN MACHINES is tops we're talking in more ways than one so don't you forget it!



EXCLUSIVE

BARNIE AND CLYDE



Every kid at some time or other imagines that there's a monster lurking in their wardrobe, however, young Barnie really *does* have a monster hiding in his. Fortunately this monster is of the friendly variety — an alien called Clyde whose planet, Gruel, is sinking fast and is in need of help.

The wicked Kat-O-9-Tails has taken over Clyde's world, forced a whole nation of little Clydes into the Porridge mines and is flooding the whole planet. Barnie is the beleaguered planet's last chance ,so diving headlong into one of Barnie's dirty socks (the only *in* way to travel to Gruel), the dynamic pair go forth.
Created by stonking development team, Pat Fox and Scott Williams who spawned Krusty's Fun House, Barnie and Clyde is a Megadrive platformer with a difference. You play Barnie but Clyde is always at your side and is used in a variety of ways — such as giving you piggy backs and leg ups, kicking him round the screen to help you reach higher positions or using him to mark your position.



Wander round the 30 levels, kill baddies, solve puzzles, feed Clyde with bubble gum to make him fly or run faster, collect gems to free baby Clydes — and that's just the platform bits. At the end of each level you go onto a lengthy and extremely tough shoot 'em up section culminating in a battle against the evil pussy.



From our exclusive peek at the game this month, Barnie and Clyde is looking mega but we'll bring you a full run down in a future issue of MEAN MACHINES SEGA.

VIRGIN POP MANIA

Virgin Games have joined forces with pop giants, Polygram, for a joint release of Mega-Lo-Mania — one on record, the other on cart.
The Megadrive version which scored a massive 94% in this very organ is being released in April as is the Mega-lo-Mania dance compilation album which will be preceded by a single of the same name by Duberry featuring Elaine Vassela and remixed by dance music guru, Joey Negro.
Codes to act as clues for Mega-lo-Mania games players will feature on the record's tracks and the sleeve. There will also be clues to the game on the album with the first person to spot them all winning a fab holiday in America. Can't say fairer than that, guv'nor.

FISH MASTER GENERAL

Something smells **fishy**, oh **cod** wotta whopper! When it's all in **plaice**, this is r-**eel**-y going to be a biggie, we can't **skate** over the facts, it could have been programmed by **Salmon** Rushdie... Okay, that's enough of the sad puns now onto the news — Robocod is coming out on the Master System, courtesy of US Gold.
Just in case you've been living in a cupboard for the last century, here's a quick run down of the plot: The evil Dr Maybe's has swiped all the Christmas pressies from Santa's grotto so the F.1.5.H secret service has kitted the fearless Robocod out with a special unit allowing him to go out of the water hot on the trail of the unscrupulous doctor.
But this platform action over stacks of levels isn't such a doddle because Dr Maybe has transformed some of the toys into mutant monsters so it's up to you to use your wits against killer teddies, rescue the pressies and waste the foul inventor. Tune into a future issue of MEAN MACHINES SEGA for further updates.





gus says...
"vinny beat the c!*? out of me... but he didn't get my fizzin' super kick off!!"
"Yo!...Gus...here! Attention all gamers, the waiting is over - the most HAPPENING soccer game ever... is now out - Super Kick Off! Play head to head and whup all-comers...or take on any team in Europe and join the draw for cup competitions galore. You can foul, get sent off, powerblast penalties home - in fact, do just about anything you can do on a soccer pitch - apart from spit or kiss the striker! The speed is mesmerizing... use REAL ball control, spray pin-point passes around, dribble past defenders then... BAM...! let go a screaming swerve shot into the top corner."
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Screen shots from Mega Drive version.
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to be this good takes ... AGES

ONLY YOU CAN SAVE MANKIND

Terry Pratchett, author of the hilarious 'Discworld' novels has turned to a subject closer to our hearts — video games! His latest masterpiece, 'Only You Can Save Mankind' tells of a young gamer who discovers the aliens in his new game have all surrendered — they've had enough of fighting, due to humans not fighting fair, and just want to give up and go home. This, of course, being absolutely unheard of! Pratchett puts his amazing skills of character observation into use once more and the result is as moralistic as it is funny, focusing around the antics of the confused games freak and his wacky circle of friends. It's on sale now from any half-decent bookshop!

CARTOON CAPERS

"I tawt I taw a putty cat a-cweeping up on the Master System..." and funnily enough it's true — Tecmagik's shiny new Master System licence is the cartoon classic, Sylvester and Tweetie in Cagey Capers.
The very fine screenshots you see on this page are the first ever seen by man or beast and reveal an extremely early version of the game which Tecmagik reckon is going to be a smart platform jaunt — more gen on this as soon as we get it.





CATHING IN



Ey oop! Why's that singing-type, Cathy Dennis (left) cavorting in the bath with a creature of far superior intelligence? Oh, of course, she's looking for a plug!

NIGHTLY FIX



For you video game junkies who find your weekly dose of Gamesmaster not enough of a fix, relief is on the way in the form of the new nightly Sky One programme — Games World. Every week day has a different format such as a tips night, a review night and the biggie — Fight Night: Beat the Elite which stars our very own Radion 'Ted' Automatic as one of the Videators who punters have to beat in a huge challenge session.
The prelims for the grand finale are held on Mondays in a contest called The Eliminator when five gamers battle it out to the death to produce champ who then goes on to face Rad or the Ninja, the Battling Granny, Lovely Lettie Edwards, the Big Boy Barry or, if you're really unlucky, the sinister Executioner (pictured)!

COURT CASE DROPPED

In a dramatic U-turn this month, Sega dropped their legal action against Codemasters over their Megadrive compatible carts and astonishingly offered them a lucrative licensing game instead.
The two companies were on the verge of fighting a bitter court battle following Sega's claim that Codies was breaching copyright. But the two settled their differences out of court freeing Codemasters to at last launch their first stonking Megadrive title — Micro Machines which scored a whopping 93% in this very mag. Well there's a turn up for the books eh?

PLAYER: 1

PRICE: TBA

BY: US GOLD/DELPHINE

RELEASE: MAY

OPTIONS

CONTROL: JOY PAD
CONTINUES: INFINITE
SKILL LEVELS: 3
REPONSIVENESS: GOOD
GAME DIFFICULTY: TOUGH

1ST DAY SCORE

LEVEL 1 COMPLETE

ORIGIN

Flashback is an original platform game. Another top effort from Delphine.

HOW TO CONTROL

MOVE UP
MOVE LEFT
MOVE RIGHT
MOVE DOWN

A Talk/Run/Fire Gun.

B Use Item

C Ready or Holster Gun.

S Starts and pauses the game.

HOW TO PLAY

Guide Conrad through the platform levels, killing aliens and solving fiendish puzzles.

FLASH BACK

What do you do when your end of year science project reveals that an evil race of aliens are infiltrating Earth's society? That's exactly the situation that the hero of this game, Conrad Hart, finds himself in. His project, which measures molecular density (or something) reveals that hundreds of people aren't human at all — they're aliens, bent on taking over the world!





Conrad decides that a bit more investigation is in order. However, before he can present his findings to the authorities, the aliens are made aware of his investigations and (not surprisingly) decide to kill him mercilessly.

After the aliens' first attempt on his life, Conrad decides to play it safe, recording his entire memory and sending it on to his friend Ian, on the moon of Titan. Shortly after, the aliens abduct him and completely wipe his memory (for some reason). But then the order arrives from the supreme alien — an order that demands Conrad's immediate execution!

Luckily, he manages to escape and purloin a gun, but as he flies off into the distance on a captured air-cycle, the aliens give chase and shoot him down. Conrad survives the crash, but he's alone, bewildered and wondering what the hell is going on. It's your job to help Conrad retrieve his memory from Ian and then foil the aliens' evil plan that could threaten the safety of the entire galaxy!

MEGA GAME

▲ ***Madam! Wait please. You must tell me where you bought that delightful pink outfit!***

STAGE ONE: THE JUNGLE

Conrad regains consciousness in the jungles of Titan — a hazardous terrain, full of blaster-wielding mad aliens! Adding to the carnage are a number of search droids, despatched by the aliens to destroy Conrad! Only by making full use of the sparse technology is Conrad able to survive. One massive jump down a chasm finds Conrad in the Titan underground city!

JUNGLE FACT: The jungle is the place to learn exactly what the limits are to Conrad's superb physical skills. Use the many platforms to learn how to jump properly and use those aliens and probes for target practice!



COMMENT



RICH

I was privileged to have access to an early version of Flashback some months ago — and I'm still playing it even now — it's that good! You'll be amazed at the graphics in the game. As you can see from the screenshots, they're completely different from every other Megadrive game available, such is their unique style. But what the screenshots can't show you at all is the sheer excellence of the animation, it's totally incredible! Conrad himself is a masterpiece of animation — the scope of his abilities is stunning. The game's no pushover either — EASY mode is quite taxing, but possible with persistence. NORMAL mode is a lot different, with many more enemies to tackle — making it even more action packed! Flashback is one of the best Megadrive games I've played in ages — for an arcade adventure second to none, get this.



The exact same thing happened to me just the other day!



Oh, little box. How I love thee.



▲ *My god! Killer puce lampshades of doom!*



▲ *A flagon of your finest mead, stout yoeman.*

STAGE TWO: THE UNDERGROUND CITY

His memory wiped, Conrad is almost completely lost until he stumbles on the underground lab of his friend, Ian, who manages to restore his memory. Aware of the urgent situation on Earth, Conrad decides to head home. However, first of all he needs falsified papers. Unfortunately, this requires a lot of cash — 1500 credits to be precise! The only way for Conrad to get the cash is to take jobs, first as a courier, then as a mercenary, facing incredible risks in order to get his hands on the papers!

CITY FACT: The Titan City is a massive stage, brimming over with lethal assailants and corrupt cops after blood. To link the many stages, there's even a tube train and four stations!



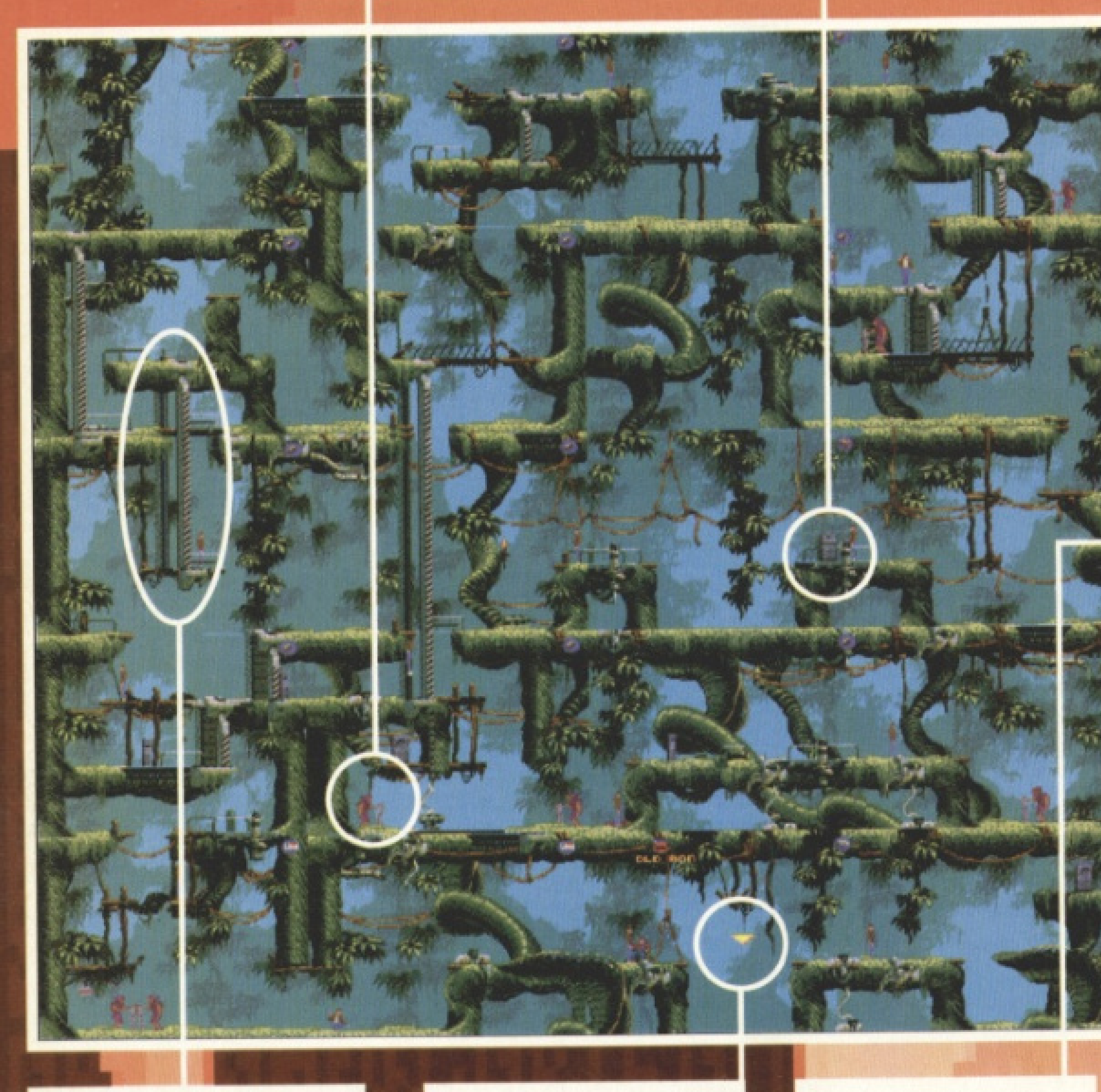


▲ *Take that, you jet-pack wearing spawn of the devil's trumpet, you!*

FLASHBACK LEVEL PREVIEW: THE JUNGLE

This jungle level is infested with these purple-clad guards. Just one shot from your pistol is enough to destroy one of these evil xenomorphs.

To cross the chasm to the left, Conrad's got to find the appropriate cartridge key. However, even then, he's got to find a way to recharge the cart...



These lifts give Conrad higher access to the level. Lift sensors allow Conrad to summon the lift to his current level.

The end of level puzzle! Be sure to buy an Anti-G belt before jumping down this chasm into level two of the game!

Every time Conrad's hit, he loses shield energy. Use one of these machines to recharge it.



▲ *Oi! Stop shooting that poor tree!*

STAGE THREE: DEATH TOWER

Papers in possession, Conrad learns that the only way to actually get a ticket to Earth is to participate in Death Tower — a Running Man-style TV show, where the contestants are killed hideously if they fall foul of attack probes, Death Tower employees or even land mines! It's Conrad's job to work his way up to the top of the eight storey tower — where his prize (a flight to Earth) awaits.

DEATH TOWER FACT: Death Tower is a circular building, meaning that if Conrad travels in one direction, he eventually ends up back where he began! Travelling the entire level, dodging the hazards and operating switches is the key to progression.

STAGE FOUR: EARTH

Conrad arrives back on Earth, only to discover that his rather public appearance on Death Tower has alerted the aliens to his presence! Not surprisingly, they've sent a welcoming committee for our hero. Blasting a path through the xenomorphs, Conrad hires a taxi, deciding to gatecrash the alien's private party at their HQ. However, whilst overhearing the enemy's evil plan, Conrad is captured and thrown into jail!

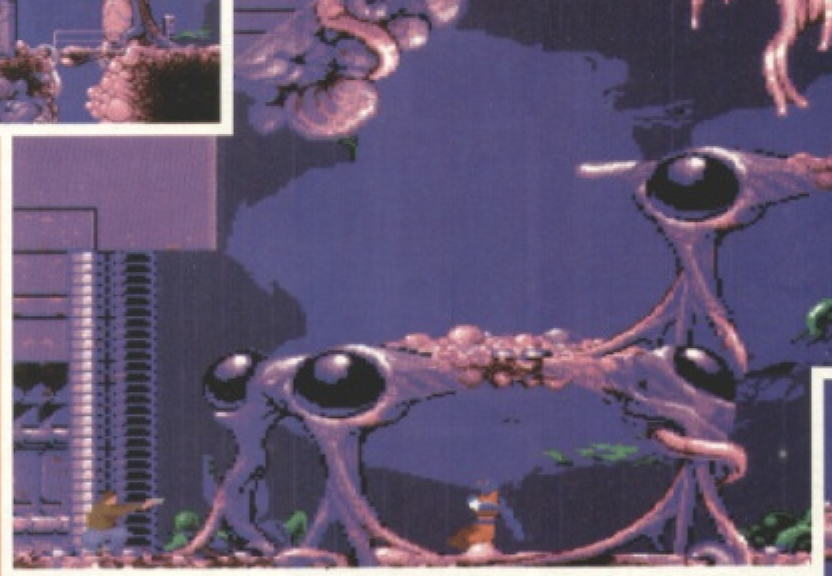
EARTH FACT: This level is a blast frenzy, with aliens and probes aplenty — all awaiting destruction! It's Conrad's task just to wade through the meanies until he reaches the enemy base where a tad more thought is required.

STAGE FIVE: THE ALIEN BASE

Locked up in the aliens' base, Conrad decides that a jail break is in order. Just as one of the xenomorphs arrives to cart him off for interrogation, Conrad cheekily scarpers, half-inching a firearm. However, standing between our hero and the next level are some of the most fiendish disintegrator puzzles the game has to offer. One false move and he's atomised!



ALIEN BASE FACT: This level gives Conrad one of his more useful pieces of equipment — a matter transporter! Just throw the receiver wherever you want and activate the transmitter and you're instantly transported to the location of the receiver. This is highly useful for negotiating massive chasms or dropping down large distances.



▲ *Ooh me chalfonts! Pass us the Germoloids pal!*



STAGE SIX: THE ALIEN CRUISER

Conrad's made it to the heart of the alien operation — his task, to destroy the massive power generator that the evil ones have created. The question is, how?

CRUISER FACT: This level gives us our first glance of the aliens in their true form. They're shape-shifting beings similar to the T1000 from Terminator II. What's more, in their blob-like form, they're able to stick to walls and ceilings — making Conrad's life very tough indeed. Fortunately, they can only attack Conrad by morphing into humanoid form, giving the hero time to attack.

COMMENT



JAZ

Taking the Prince of Persia genre a huge leap forward, Flashback is a truly stunning game. The graphics are the first thing that hit you. The opening sequences are absolutely marvellous, with fully-animated cinematic scenes which wouldn't look out of place on a Mega-CD game. The in-game graphics are also fabulous. The sprite animation is smooth, fluid and ultra-realistic and the backgrounds are outstanding and evoke a wonderful atmosphere. This would all fall as flat as a pancake if the playability was poor, but fortunately the programmers have lavished as much attention on this aspect of the game as they have on the visuals. Drawing you slowly into the action with a fairly straightforward first stage in which you learn all the different moves and capabilities of the main character, the game quickly moves into top gear with another five massive, tough levels which tax both your brain and reflexes. But while Flashback is a totally brilliant game, I can't recommend it to absolutely everybody. It's a game that requires a lot of play and a lot of thought and I think that pure arcade action fans might find it a bit too slow and not exciting enough justify the sheer amount of attention required to finish the game — rather like Ecco the Dolphin, really. If you're up for the challenge, though, and like unusual, original, detailed in-depth adventure games which requires the use of your brain as well as your joystick, this is a must.

ANIMATION EXTRAVAGANZA

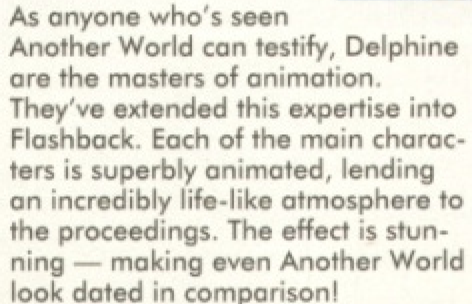




▲ *Inna jungle, Inna, Inna, jungle*

As anyone who's seen Another World can testify, Delphine are the masters of animation. They've extended this expertise into Flashback. Each of the main characters is superbly animated, lending an incredibly life-like atmosphere to the proceedings. The effect is stunning — making even Another World look dated in comparison!







REVIEW

COMMENT



RAD

Groinks! I thought Another World was about as good as Megadrive graphics got, but how mistaken I was. Flashback has more impressive cinematic sequences than Another World ever had, plus there's a much more in-depth game to back it up. The first level is a bit simple, but it's really just control orientation. Once you've passed that you know how to perform just about every move you'll be called on to make. Mind you, that said there are absolutely heaps of things Conrad can do, and it's not just limited to jumping around and shooting things. You have to exercise your brain as much as your thumbs to get the better of Flashback. Each of the levels follows a different theme, and the plot progresses at such a rate and with such fervour that there's a huge desire to see the next level, or even just the next scene. Flashback may not appeal quite so much to everyone, it's not as frenetic as something like, say, Sonic 2. However, anyone who likes a bit of story to their death and even, gasp, a bit of role-playing will see this as an all-time Megadrive classic. Either way Flashback warrants more purchasing than you can shake a stick at.

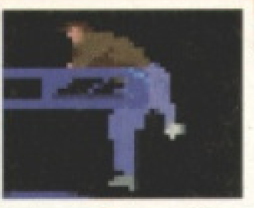


▲ Conrad makes a quick getaway on his air-cycle!

THANKS TO...

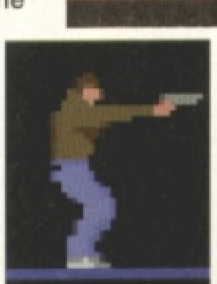
A special thanks goes out to US Gold's lovely Danielle Woodyatt for all her help in putting this review together.

ACTION MAN

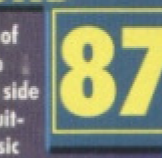












Conrad Hart is the most well-animated, athletically proficient character in the history of video games! His repertoire of athletic abilities is almost endless. As well as walking and running, Conrad's able to perform a range of different leaps, as well as climbing platforms with ease. With his gun drawn, Conrad is always ready for action — sneaking along, blasting and rolling his way out of (or into) trouble. Mastering the full range of Conrad's skills is essential in beating some the game's more fiendish puzzles.

CONRAD'S TOOLS

Conrad's topper blaster!

Although Conrad is free to pick up any items he pleases during the game, there is some basic kit he always keeps about his person.

GUN: Essential for blasting any aliens who dare cross his path, the gun becomes less effective the longer you play, with later aliens requiring a lot more hits.

An alien security key.



HOLOCUBE: This isn't really useful at all, once you've watched the message. Its only purpose is to open a door on level one, as well as filling you in on a few basic details at the beginning of the game.

STONES: Chucking one of these past an alien is usually enough to distract it, allowing you to gain the advantage of surprise!

KEYS: These see-through keys are just the ticket for opening doors and progressing further into a level.

▼ Conrad locates a level one cartridge.



CREDITS: Any cash you collect during your travels is added to your cash-card.

CARTRIDGES: Some doors, as well as other devices, are activated by charged cartridges. You won't see much of these past level two.

LONG TERM REPORT

HOUR	
DAY	
WEEK	
MONTH	
YEAR	

BREAKDOWN

STRATEGY	
ACTION	
CHALLENGE	
REFLEXES	

PRESENTATION 92

▲There are loads of amazing cut-scene animations interspersed throughout the game. Also, there are loads of options to tweak and a password feature!

GRAPHICS 95

▲The animation on Conrad and the other inhabitants of Flashback is simply stunning. The backdrops score top marks too for their unique style and originality.

SOUND 87

▲A strong range of sound effects help liven up the sonic side of things. Some suitably dramatic music adds to the cut-scenes and dramatic moments of the game.

PLAYABILTY 93

▲Flashback is simply brilliant to play. Once you've got the hang of controlling Conrad, you'll have a ball trying to solve the game's fiendish puzzles.

LASTABILITY 93

▲The EASY level will be polished off in around a week by experienced players, but the NORMAL and HARD levels are amazingly tough — providing more enemies to blast!

OVERALL 93

Flashback is a ground-breaking Megagame, boasting stunning graphics, decent sound and a massive quest to undertake. It's the best arcade adventure since Ecco the Dolphin.

MEAN YOB

Another month, another pile of letters. This particular selection is pretty poor, it must be said - and these are the best ones. Have all the funny and intelligent people gone on holiday or something? Where's the controversy? Where's the shining wit? Not here, that's for sure. If you think you can do better than the following motley selection (and I'm sure you can) write down your comments, statements, jokes or views and send them off to: DO OO-OO THE CAKKA GIBBON WE'RE ALL HERE TO SHOW YOU HOW MAILBAG, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

IT'S ALL IN A NAME

Dear YOB
I have some games for you to make for the Megadrive. There names are called:

The Magic Brothers
The Prince who had to save the Princess
Thunder Balls
Alien Planet
Gini
Fight for your life
Mickey Mouse and the Knights of the Round Table
The King Evil
Criminal Life

We would be pleased if you would send us lots of posters of the Megadrive. We also want your help to make lots of new games.

Anthony Jordine, Michael and Leon

YOB:And how about Anthony Goes for Electro-Therapy? Or Michael Dodges Traffic on the M25? Or even Leon Swims in Shark-Infested Waters? Posters? Get lost...



▲ *Anonymous Nine fan sent this one, cheering Oz up muchly.*

OU EST LA CHALLENGE?

Dear YOB

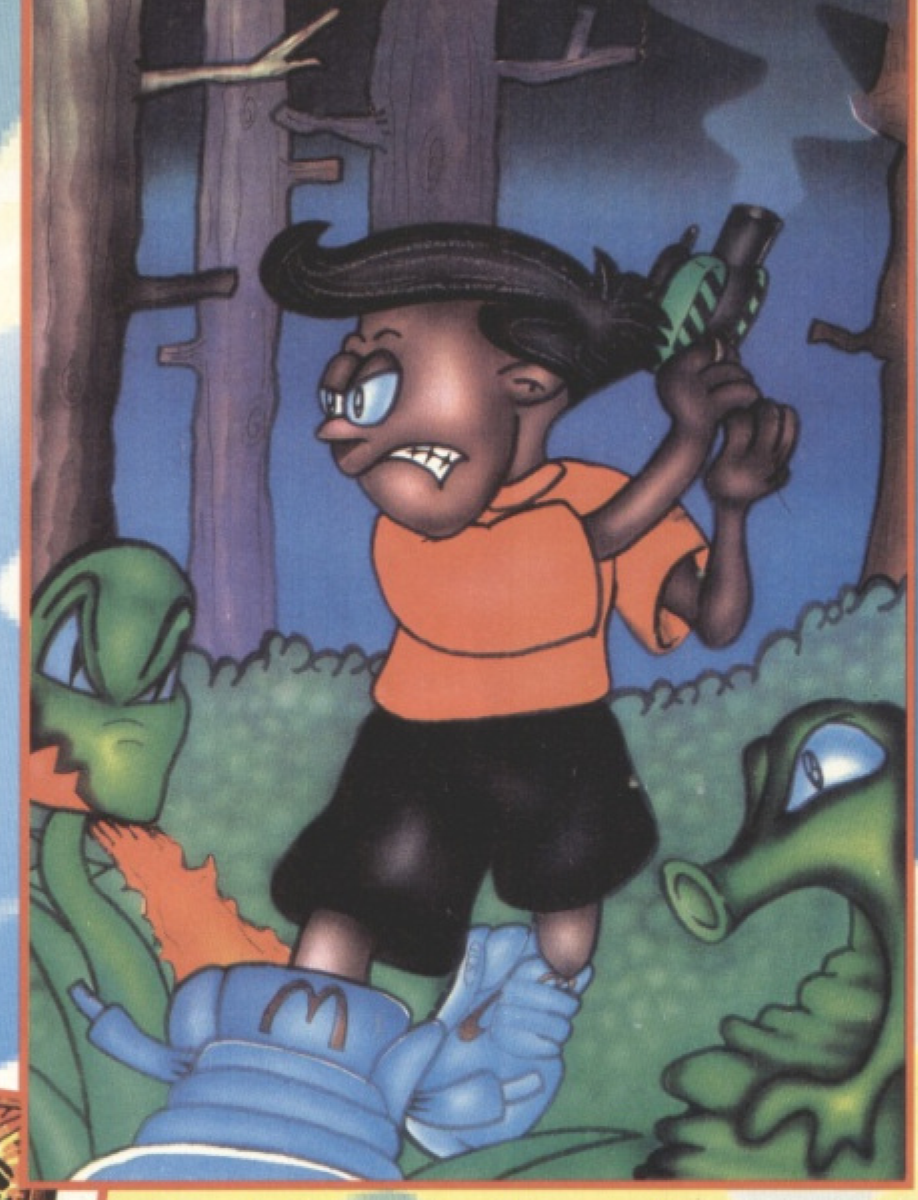
In the December issue of your prestigious mag you dropped the gauntlet and challenged your readers to take you on at the game of their choice. What happened, did you get cold feet and decide not to go through with it,

just in case there is by some slim chance a reader whose gamesplaying skills surpass all of the reviewers on MEAN MACHINES? If you have decided not to go ahead with it, then I have an interesting and exciting alternative suggestion. Why not let your readers enter a competition to win a prize that most of your readers can only dream about; to have their review of a game printed in MEAN MACHINES, and the professionals could say what they thought of it. What do you think? They could keep the magazine in which it was printed and display it proudly on their mantelpiece.
Alun Gray, Swansea, West Glamorgan
YOB:Sadly, the fat, sweaty, yellow-bellied oaf who volunteered for the challenge let us down at the last moment, leaving us with four blank pages to fill, which we just managed to do. This month we were challenged by E17, but next month we'll be getting a reader in - and this time if he chickens out he'll answer to me...

HE JUST DOESN'T CARE

Dear YOB

I think your magazine is totally rampant. Many days I have spent getting full satisfaction from your totally reliable mag. I firstly want to ask a question what is on the mind of all serious-minded gamesplayers. Why the hell are petty-minded, half-assed 'I can't complete Altered Beast' players writing in and talking absolute donkey's knackers. I mean, seriously, who the hell gives a monkey's banana at what Lee Elford thinks of Ecco. Personally I don't care. The opinions of these sad, sad nutters has absolutely nothing to do with us readers. They are proberbly so cccrapp they can't get past the title screen of Sonic. I would like to say "Sod off and write to some other mags about your personal problems - Nutters!"
Well, enough of my slagging off and bad language. I think that I hold the world record for Sonic Green Hill Zone 1. I completed it in 25 seconds by the screen clock. Keep up the good work and remember - keep 'em mean, keep 'em keen, buy 'em a copy of MEAN MACHINES.
D Fuller
YOB: Thank you for your tolerant words. World record? Afraid not, matey. Even the baboons here can whizz through that level in under 23 seconds. Keep practicing and maybe, just maybe one day you might get the record and give your miserable life some meaning.


▲ Tom Percival returns with some subversive advertising.



▲ Dean Wardell's excellent Shinobi portrait replaces a rather more risque work.

PAUL DAVIES: CAKKA GIBBON

Dear MEAN YOB

It is the 25 of Feb and I have just witnessed the saddest debacle in my life — Paul Davies on Sonic 2. He is the saddest person since Timmy Mallet and Jeremy Beadle. He has shamed everyone who has anything to do with MEAN MACHINES SEGA. So I have decided, sod Salman Rushdie, let's kill Paul Davies. Either that or chop off the dangly parts of his anatomy with a pair of rusty shears. Paul isn't completely to blame though, that smelly nob from some other magazine managed to get Sonic to run straight through a wall.
PS I don't like Gus either.
Dennis Amunsen, Milton Keynes
YOB:In fairness, it must be said that the 'challenge' was recorded a long time ago -



IT'S TIME TO PLAYING GAMES.

All items subject to availability. All prices shown include VAT (except where indicated). Where a saving is stated, it is based on a previou
6 months. Prices correct at time of going to Press. However, Comet reserve the right to alter or amend prices or offers without prior notificatio

before Sonic II was even out - and Paul had only played the game once. But that's enough of me being fair. His perfromance was limp and flaccid and as punishment he was put on latrine cleaning duties for a month.

ME NO CONSOLE

Dear YOB
I must be the only reader of MEAN MACHINES SEGA who doesn't own a console of any shape or form. 'WHAT!' I hear you cry, and yet there is a perfectly logical explanation for all this. Within the next two months I plan on purchasing the Sega Megadrive, so what better than to buy MEAN MACHINES SEGA, read up on what's hot and what's not and then go out and buy my 16-bit and the grooviest carts around — yeh! This will save me from writing to MMS whinging on about how easy this game is and how crap that one is. Cheers YOB for the megatastic MMS — cool!
D Sapsford, Peterborough
YOB:You're obviously very intelligent. It's just a shame you've got such a sad surname.

THE WORST POEM EVER

Dear YOB

I've written this fabbo poem about 'ard ol' me and wet 'ol you! Here goes.

The Cack Rap

Yo YOB I'm 'ard I'm 'arder than you
in a trice I'd send you packing
in a sec you'd be all in a stew
and start cack cack cack cacking

I could beat you up with an arrow through my head
You see muscle is what you lack
You'd have topped yourself so now you'd be dead
but you'd still cack cack cack cack

Then finally when you get to hell
at last we'd see you're back
hell's were you belong so it's just as well
they they don't mind the smell of your cack

Good eh! Just about sums you up that does.
Tom Stevens, Bagshot
YOB: What a complete and utter crock. In five years of reading letters, I can quite honestly say that your poem is the worst I've ever seen. I'm absolutely speechless at your total lack of talent...



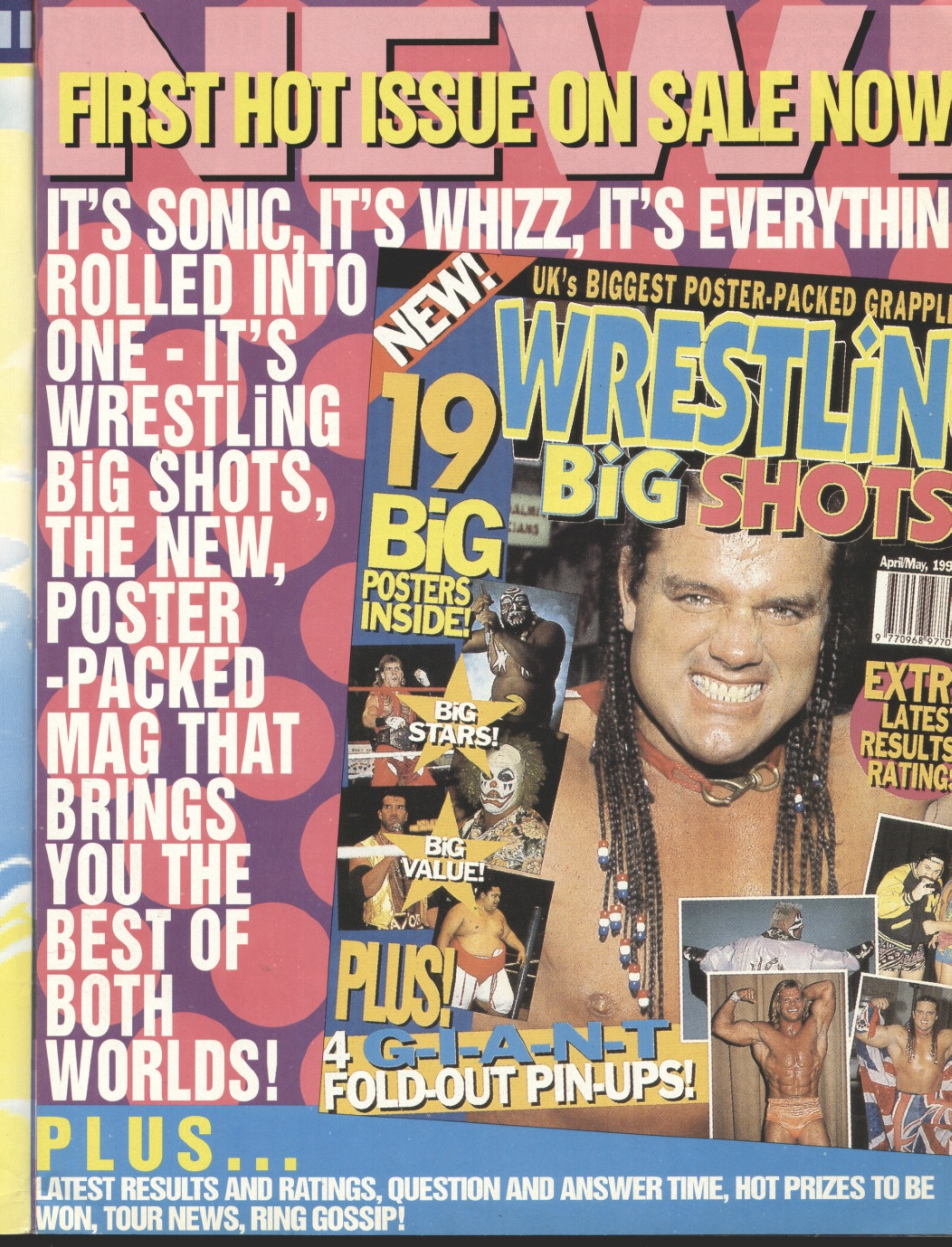
▲ *Gemma Fletcher is to blame for this gore-fest.*

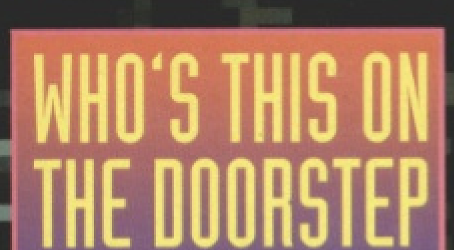
KUNG-FU KID

Dear YOB
As I am a big fan of video games and martial arts movies, I was really pleased when I read through the March edition of the action movie mag - Impact. I found out that Chinese studios, Golden Harvest, had bought the rights to Street Fighter and Jackie Chan is incorporating the characters of the game into his new film 'City Hunter'. In one of the scenes Jackie is thrown through a video game screen. He starts to hallucinate and everyone in the room looks like a character from Street Fighter. Jackie portrays E. Honda and has to fight Ken with Guile and Dhalsim in the background. Finally, Jackie changes into Chun Li to defeat Ken. I know this sounds strange but it's true. Jackie had already incorporated elements of the Double Dragon games into his film 'Twin Dragons'. If you still don't believe me I suggest you look through the March edition of Impact and see for yourself. I hope that sometime in the future you will do a feature on this film.
Lee Mason, West Midlands
YOB:Us all-seeing, all-knowing people here heard of that a few months ago. We're currently trying to get pictures, and as soon as we do we'll print them.

▼ *No doubt Capcom will be beating down Graham Scholes' door round about now.*




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WHO'S THIS ON THE DOORSTEP

As far as chilly winter's days go, the second of February was a reasonably warm one in Farringdon Lane. Why, even Fraser turned up to work in a lightweight jacket instead of his usual 'flasher's special' ankle length, woollen overcoat. It was therefore a mystery to find both Brian and Terry of East 17 fame, standing on the doorstep wearing outfits that even Scott of the Antarctic would have been too hot in.

Brian explained that Terry, between rapping and country dancing practice, spent all his spare hours playing videogames. Was he good? He reckoned so and promptly threw down the gauntlet and challenged the MEAN MACHINES team to a veritable videogame tourney. Over to YOB to reveal what went on...

EVERYBODY OUT!

The team greeted the East 17-ers with their usual dawn chorus of pre-coffee neanderthal grunts, and needed a good poke with an electrified cattle prod to get them into action. Half-man, half-compost heap Rad ambled into action quicker than treacle down a mild downhill gradient and scribbled down a challenge roster. After faxing it to a local primary school, the teacher responsible for the educationally sub-normal five year-old class sent back a translation and the MEAN MACHINES crew began to get themselves prepared to play one-on-one at... STREETS OF RAGE II...

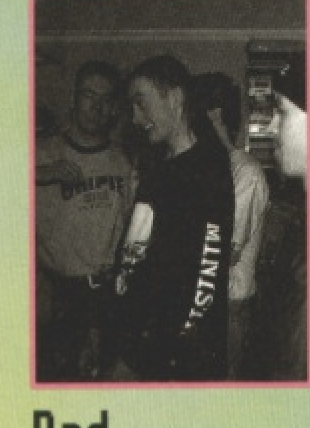
THE CHALLENGE CREW



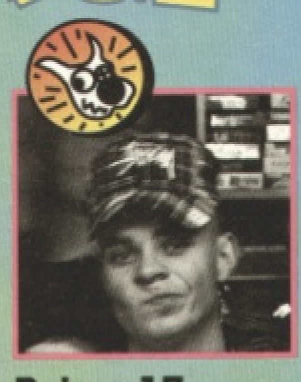
Dave Kelsall: High of stature, low of brow, Dave was once a member of the almost, nearly, but not quite famous Shrewsbury-based group the Tailgators. And he can play games too. Well, almost nearly, but not quite. So we thought he'd be in good company with East 17...

Terry East: Still inside his sleeping bag and wearing the tea-cosy from breakfast, harvester of hits Terry needed no warming up, since with all his winter togs, his inner core temperature as warm as the seat of Mr Windybot's underpants after a Mushroom Vindaloo special.





Rad Automatic: The man with mould cultures under his armpits and horse manure in his Doc Martens rubbed his hands with glee at the prospect of the challenge, dropping large flakes of dry skin as he did.

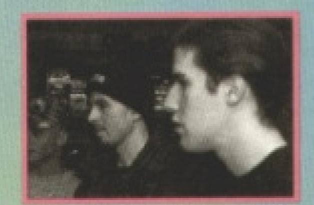


Brian 17: Stylish, Stussy hat-promoting Mr 17 himself looked tired. Well he does live a fast 'n' flash rock 'n' roll lifestyle which takes in every sin Walthamstow can offer. Which is obviously why he kept yawning.

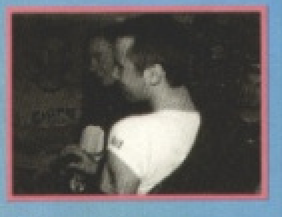




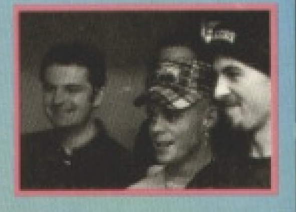
Tom Guise: This leering Megatech lackey was brought in simply because he's an easy target for amusement.



Paul Davies: Mr Heavy Metal refused to participate due to 'creative and musical differences'. However, one quick burst of Tel 'n' Bri's close-harmony barber shop singing soon got his toes tapping and he followed them, to the games room.



Gus Swan: Looking like a grinning fuzzy felt charicature, Gus was itching to prove himself in the challenge, having failed miserably at every other opportunity.



Fraser Gray: Better known to us as 'the Phraser', this man is responsible for coining the phrase "I'm a free-range egg" and the evergreen classic: "Douglas Barder, Douglas Barder! Aieee!".



Yo, er, chillin' with the MEAN MACHINES posse dudes, erm, boyee!

Rad ponders whether it is correct to use two fingers on the chin, or if it is in fact three.

ROUND ONE: DAVE VS TERRY

First up to the Megadrive were Dave and Terry, and it was gender benders ahoy as they both plumped for tough girlie Blaze. Tom piped up with a selection of useless tactics for the benefit of popstrel Terry, "Press the A button" cried grinning gonad Guise, 'bash Dave and don't get hit' he added in a fit of extreme uselessness. Terry did this, launching Blaze into a fireball frenzy, but Lady Luck was on Dave's side as he pummelled the A button and somehow outhit his teen idol opponent! However, the mistress of fortune is a fickle femme and she spurned Dave for the second two rounds, leaving him to be pummelled by Walthamstow's finest minstrel.

ROUND TWO: GUS VS RAD

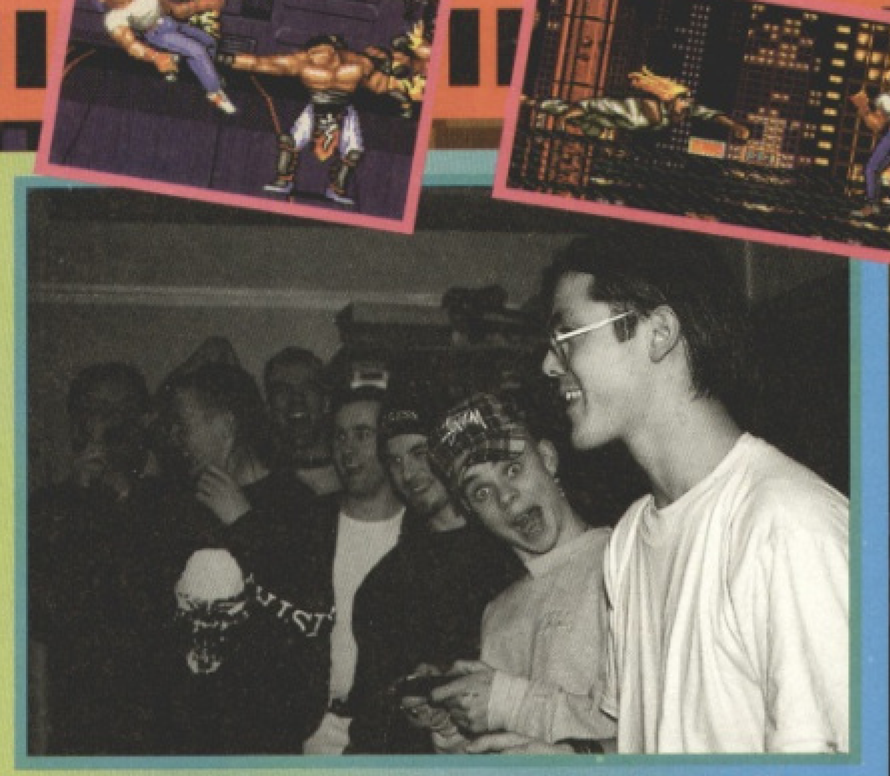
Skinny Scot Gus chose big 'n' beefy Max while Rad opted for Blaze for her smart special moves and girlie skirt. What followed was true handbags at dawn combat, with neither player landing anything like a decent punch. Finally, Gus was gently slapped into submission and Rad took the first round. The second round was even more limp and flaccid, but in the end Gus wilted to give Rad an unconvincing victory. Jeers and catcalls were heard as the two stepped down from the challenge podium.

ROUND THREE: FRASER VS PAUL

The most exciting element of this sad shambling mockery of a round was the selection screen. Skate was the man for Fraze. Wow! And Blaze was the woman for Paul. Ooooo! After that the pace of action went severly downhill as Paul picked up weapon after weapon and bashed phased-out Fraser, who never even got a punch in. What a disgrace.

ROUND FOUR: BRIAN VS TOM

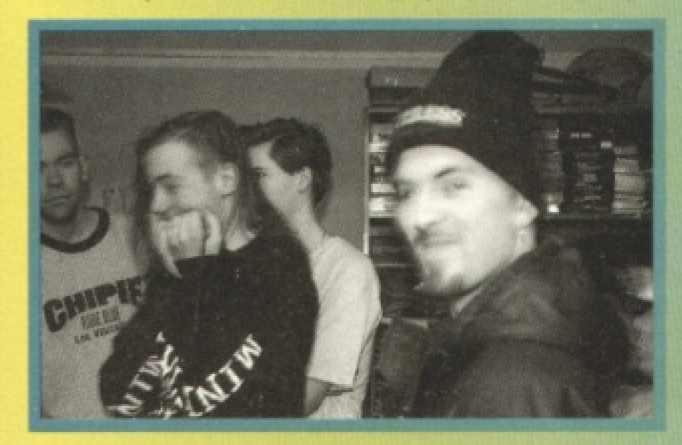
Swinging pop parade personality Brian was woken from his slumber, the previous 'fights' having sent him to sleep, and he dragged himself into action with Blaze. Buffoon Boy Tom choose Skate - he feels at home being on wheels ever since his spell of special treatment at East Cheam Hospice for the Mentally Underpriviledged.
The 'fight' ended up a very one-sided affair, Tom's manically random button-pressing overwhealming girlie heart-throb Bri's tired efforts within two quick rounds.



▲ *Tom demonstrates his vindaloo method to trick Brian.*

SEMI-FINAL ROUND ONE: RAD VS TERRY

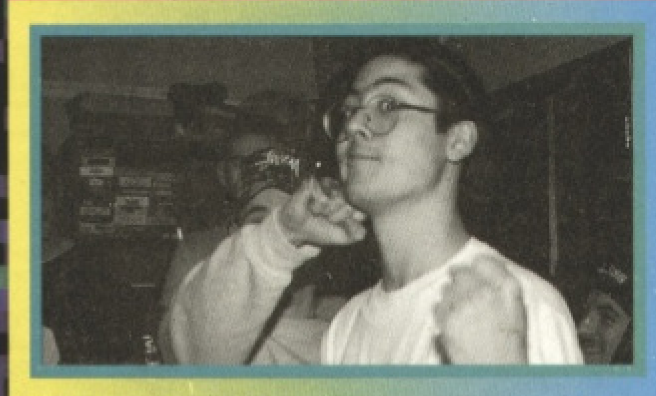
The games room was in a deathly hush as Rad and Terry met in a battle of supreme street cred. Although in Rad's case it's not so much street credibility than street incredulity that he actually thinks that looking like he does is cool. Once again it was a sex-swap orgee sensation as both Rad and teenybop fave Tel both chose Blaze. Both characters got off to a furious start, but it was all over too quickly for the man who plays games for a living and appears on Sky One's Games World as a regular games champion vidiator. Chumpion vidiot was a more befitting title as Walthamstow warbler Terry pounded him into the deck...





▲ *Gus receiving the kicking he so richly deserves!*

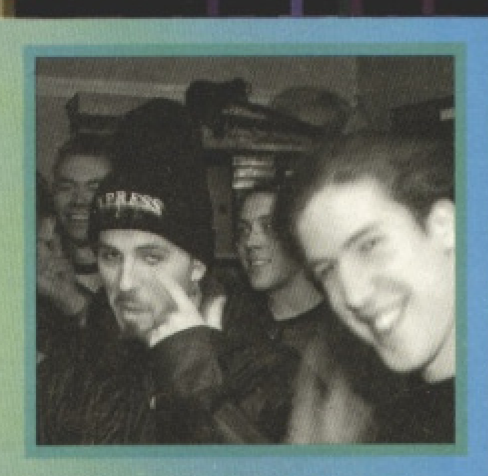
SEMI-FINAL ROUND TWO: PAUL VS TOM



There was confusion in the games room at the start of this round when Tom discovered that he'd lost his dummy and comfort blanket, but once they were found under a pile of mouldering rags (it was later discovered that it was Rad asleep in the corner) it was fight on! Yeti-boy Paul chose Axel and Tom went for Blaze once again and both began pounding their buttons. The first round went to Tom, but as the excitement mounted, Tom drooled and dribbled all over his controller and shorted it out, allowing Paul to sail in and take victory over the next two rounds.

THE FINAL: PAUL VS TERRY

After a quick call to the men in white coats to take Tom back to his rubber room, Paul and chart champ Terry readied themselves for the final showdown. Both participants chose their fave characters; Paul picked Axel and crooner Terry, Blaze. Tension was in the air as the fight started, mostly emanating from Paul's backside, and someone opened the window. Within seconds Paul had decked cheeky chorister Terry to take the first round. But Walthamstow's wunder-chanteuse wasn't worried and whacked Paul senseless to take round two. In a tense final round, rappin' Tel took the early initative, but in the end metal man Paul fought back to take the round and win the challenge. But all credit has to go to popular recording



artist Terry from top beat combo East 17 for giving the so-called professional MEAN MACHINES players a run for their ill-earned money!

A WORD FROM THE SPONSOR'S SPONSOR

So you think you're hard enough to challenge the MEAN MACHINES team? Well, why not write in and do just that? Just name the games you're best at and the people you'd like the challenge and send it off too:

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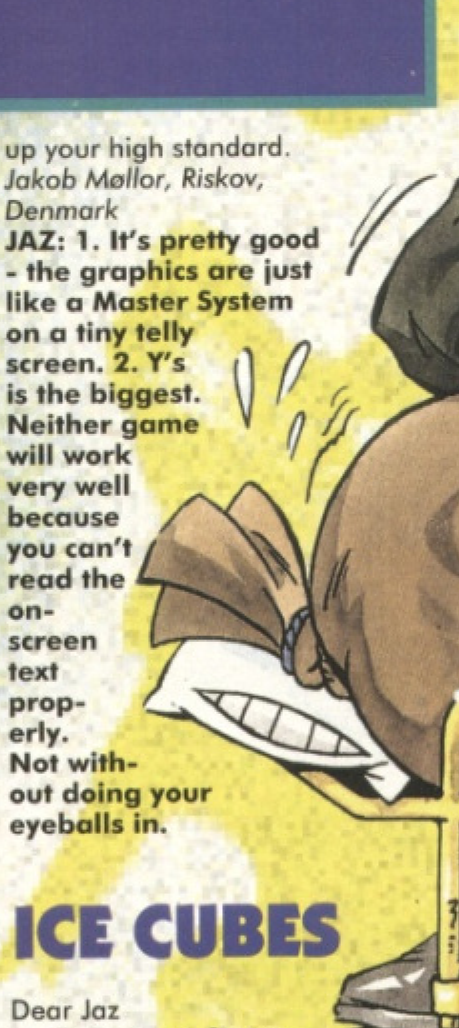
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Q+A



Rob the mailman is looking a bit red-faced this month. No, he hasn't been caught with his trousers down - he's had to carry another huge sack of Q+A questions up four flights of stairs for brainy old Jaz to answer. If you've got anything you want to know, send your questions off to: HERE'S ANOTHER Q+A LETTER FOR POOR OLD ROB TO SORT OUT AND BRING UP THE STAIRS, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

WHISK

Dear Jaz
I have a few questions concerning the Game Gear and MS convertor.
1. Is the MS convertor any good? I mean, how do the graphics appear on the GG's tiny screen?
2. Which is bigger, Ultima IV or Y's on the MS, and how will they work with the MS convertor?
I hope you will answer my questions, and also thanks for keeping up your high standard.
Jakob Møllor, Riskov, Denmark
JAZ: 1. It's pretty good - the graphics are just like a Master System on a tiny telly screen. 2. Y's is the biggest. Neither game will work very well because you can't read the on-screen text properly. Not without doing your eyeballs in.

ICE CUBES

Dear Jaz
I own a Master System and will soon own a Game Gear, and would like to ask some questions.
1. Could you please darken your Game Gear screenshots, because they are difficult to see?
2. I have seen adverts for Die Hard 2 and Pitfighter. Are they any good?
3. Will Flashback be coming out on the Master System or Game Gear?
4. I have an idea for a beat 'em up called Street Sharks. It stars three guys called Rage, Bro and Onar, who must traverse the streets of London to dispatch a crime boss who is hiding at the top of Big Ben tower, and save the head of Scotland Yard and several top politicians. So what do you think?
Richard Thomas, Splisby, Lincs
JAZ: 1. Oh. Alright then. 2. Nah. 3. Nahhhhhhh. 4. Ever heard of Final Fight?

FEATHER DUSTER

Dear Jazza
Please can you answer these questions, for me they are quite important. I'm 16 and I'm seriously thinking of becoming a graphic designer, doing computer game designing or becoming a producer or graphic artist. Can you please tell me:
1. How do I go about becoming a graphic artist, producer or games designer for a major company like Sega, Capcom or EA?
2. Is being a games tester a full time job? And do games testers get paid?
3. Is Cybernator coming out for the Megadrive, or World Heroes?
5. Will the 32-bit Sega be able to run MD games?
M.A, Croydon
JAZ: 1. Write to them with examples of your work and a full CV. 2. Yes and yes. 3. No.

FRILLY APRON

Dear Jaz
I am a Megadrive owner for nearly two years, and I have a few questions which have been on my mind for some time.
1. I have seen the Mega-CD video from issue 3 and it is smart! But several points about it have eluded me. The film/games (Sewer Shark, Night Trap and Make My Video are all fairly clear, but the pictures are not of very good

quality — like a video, for instance. Is this due to the Megadrive's collection of colours , or for another reason.
2. On the Mega-CD video at the end, the bloke with the long hair turns it off with a Remote Control. Does the Mega-CD have a remote control, and what are its functions?
3. What do you think of the rumour circulating (Digitiser etc) that a machine to run all games is planned/ in production? The copyrights would be a nightmare, and the price a high one.
Simon Gorer, Wareham, Dorset
JAZ: 1. The live action pictures are slightly grainy and fuzzy because the Megadrive isn't able to show TV-quality images. 2. No, but you can eject a CD using a joypad. 3. Jimmy Hill, come on down.

SCOURING PADS

Dear Jaz
I have a Megadrive, and a few questions to ask:
1. Is TMNT IV worth getting?
2. Will the SF II joypad look like the SNES' joypad?
3. Will Airport X-ray machines damage games?
4. Will Sega be making any more beat 'em ups?
5. Why does MEAN MACHINES SEGA come out three months late in Australia?
The $150 worth of games they give away in Australia are rubbish. It shouldn't read '$150 of free games' but '$150 worth of crap'.
Chang Kang, Melbourne, Australia
JAZ: 1. If you're a Turtles fan, yes. 2. No. 3. No. 4. Most certainly. 5. Because that's how long it takes a cargo ship to get there. You've got a brill name, by the way.

CHOCOLATE MOUSSE

Dear Jaz
Basically I'm thick and need some questions answering so please answer them.
1. Why haven't Sega brought out a Super FX chip for the Megadrive like Nintendo did for the Super NES?
2. Are there any plans to, or are they thicker than me if not?
3. If there was one, could it give the Megadrive more colours, Mode 7 rotation and a few other things?
4. Will there be a Streets of Rage 3?
5. How come Tails didn't die when the bi-plane got shot down in Sonic 2?
6. Who sexiest out of Chun-Li, Blaze or her on Alien 3?
Nick Wheeley, Bolton
JAZ: 1. Watch this space... 2. Watch this space II... 3. Watch this space III... 4. Possibly - it depends on how Streets of Rage II sells. 5. Sega would never kill Tails! Everyone loves him!

PORK SAUSAGES

Dear Jaz
I have one question for you to answer. Will Dragon's Lair, Escape from Singe's castle, Dragon's Lair II: The Time Warp; Dragon's Lair III: The Curse of Mordread; Space Ace and Space Ace II ever come out for the Mega-CD?
Markku Koivunen, Helsinki, Finland

CROCODILE CLIPS

Dear Jaz
I have been getting MEAN MACHINES SEGA for about three months. I have a Megadrive with five games, I got it for my birthday last March. As I was thinking about getting the Mega-CD for this year's birthday, please, please, please could you answer these questions.
1. How much will the Mega-CD cost when it is out over here?
2. How much will the games cost for it?
3. Is it as good as everyone says it is?
4. Do you think that the shops are going to sell many of the games or will just sell carts?
To my little brother Terry, keep your hands off my Sega!
Gary Fox, Thatcham, Berks
JAZ: 1. £269.99 2. £39.99. 3. The machine is great, but at the moment the games are varied in quality. Check out the reviews and see for yourself. 4. They'll sell a mixture of both.



SPATULA

Dear Jazzaman
Firstly, I think your mag is the best around by far, especially with the freebies on the front cover. Now I have some questions that desperately need answering.
1. When will Ecco be converted to the MS?
2. What's the worst game you've ever been forced to play?
3. What's the best piece of hardware you can buy for the MS?
4. When will Streetfighter II be released on the MS?
5. How long did it take you and ol' Gus to complete Ecco?
6. Has Paul Davies been sacked yet (after his complete cakkagibbon performance on GamesMaster the other day)?
7. What's your dream motorbike?
8. When will Streets of Rage (1 or 2) be released on the MS?
Ta very much for your time, keep up the good work?
PS Margaret Shelley aka Violet Berlin's grandmother!
Alex Jones, Barton, Hampshire
JAZ: 1. There's absolutely no word about it yet. 2. I've played plenty of crap games in my time, but nobody forces me to play them. 3. Save for a Megadrive. 4. Never. 5. A few days. 6. Nah. Utter humiliation before 2.7 million people was punishment enough. 7. Ooooo. At the moment a Honda Fireblade or a Yamaha YZF would do me very nicely. 8. Streets of Rage will be out within a few months.





Yeah, hi, call me Mike. I don't believe in all this "Sir" stuff. Anyway, tips, yeh? Well, hey, let me tell you, I don't believe in cheating, you should try to solve your own problems, but hey - sometimes you haven't got a choice yeah? Okay, don't let them get you down right? Yeah, hey, Basher can you, like, wait till break before you set fire to peoples' hair? You know, it has a kind of disruptive effect on the tips section. Hey, let's not get confrontational? Hey - what if I don't want to "chuff off"? Y'know, maybe you ought to channel your energy in more creative ways, yeah? Like contributing some smart tips, yah? In fact you can send them in to the HEY! JUST CALL ME "TIPS SECTION" TIPS SECTION, MEAN MACHINES SEGA, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. And..urk! Yeb, dank you Dasher.



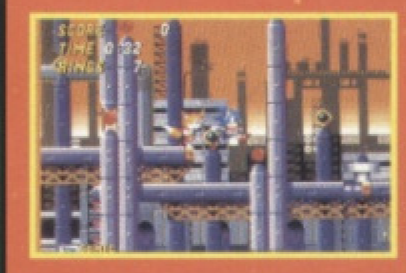
SONIC THE HEDGEHOG

Hey! Yeh, that Sonic's getting to be a pretty popular guy, yeah? And this month some like, community-minded Australian guy, James Whelan from Salisbury Downs, South Australia, has sent in some more cheats for his new video game - hey, peace to the Abos, yeah? Anyway, ok, this cheat only works for Tails, a bit like the Anti-Hunting Lobby yeh? What you've got to do is go to the two-player VS mode and play the Mystic Cave Zone. Then Tails has got to lose all his lives by jumping on spikes with no rings. After that his lives counter should read -9, and he now has infinite lives. But hey - I bet he needs them all in this animal-hating non-vegetarian society, eh kids? And the ozone layer.



SONIC 2

Oh right, this is the one I keep getting stuck on, oh, great, right. Right, it's a level select for Sonic 2 on the Game Gear, I bought myself one for Christmas, did I tell you? Okay, right, all you have to is press both the 1 and 2 buttons and press up, down, left and then right on the D-pad. Oh, right. I was sort of hoping it'd tell you how to put the batteries in.



KRUSTY'S SUPER FUNHOUSE



Hey, those Krusties get a really raw deal yeah? I mean, what're the authorities coming down all heavy for? It's just kids having fun, right? Hey, right, don't let them get you down, right? You've got to fight for your right to party, right? But Serena Elisa Watson form Sunderland, Tyne and Wear, is trying to make their lives a bit easier with a level select and infinite lives cheat for Krusty's Super Funhouse. What's that? Oh, riiiiight! I seeeee! It's a cartoon, right? Likethat new one, Rem and Stumpy, right? Well, anyway, here's the cheat, right. All you have to do is go to the password screen and enter WILLIAMS as your password, and your cartoon clown, *not* unwashed cider-swilling neo-hippy, should be invincible and able to choose his starting point.

LUCKY DIME CAPER

Hey, this is quite funny, right, because this guy's name is Evan Crichton and he's from Loanhead, which sounds a bit like Evan Dando from the Lemonheads! Ha ha! Oh, hang on, it might have been Suzanne Dando. Anyway Evan has sent in a tip for infinite lives on Donald Duck's Game Gear adventure. Right, all you have to do is press down and button 1 on the title screen. Hey, yeah! Er, Right...

PRINCE OF PERSIA

Actually, I remember when I went backpacking to Persia. Or was it Cardiff? No, I'm sure it was Persia. Anyway, we met these... oh no, that was Jersey, wasn't it? Oh well, I remember when I went to Cardiff, right, I haven't been to Persia ever thinking about it, and... well, Basher, maybe this time i *do* want to "chuff off", but hey - don't think you're intimidating me, right? We both know who's in charge of this tips page, okay? But Tim Phillimore from Sale in Cheshire reckons if you've finished a level on this game you can change the amount of time you have left simply by reversing the second two digits of the code for that level. So for instance, changing JNPLIO to JPNLIO changes your time allowance from 57 minutes to 75. But be careful you don't end up with less time, ha ha.

SHINOBI 2

Hey, wow! This game, is so very "now", yeah? And actually, I must admit, I have got one of these Gear Drives, I think they're great, you know? I've nearly got off the first level of that Sonic the Vole, yeah? But it's really hard Well, anyway, we'd better get on with the tips section or I'm gonna get in real trouble. Anyway, if you want to start the game with two men and all four crystals, just type in EF1AC on the password screen. Michael Hulme from Whitefield in Manchester is the cat to thank for that tip.

LHX ATTACK CHOPPER

War. What is it good for? Absolutely nothing, right? Yeah, that's right, fight the draft. What was that, there hasn't been one for nearly fifty years? Ah, yeah, well, still, hey, there's kids in Wales dying in a civil war right now, so don't give me that attitude. Anyway, if you'd like to lessen the horrors of war by skipping some levels of LHX Attack Chopper, here's all the level codes courtesy of Andrew Heywood.

LIBYAN CAMPAIGN

1: CQAAFA
2: CQAAIEA
3: CQAAQHA
4: CQAEYGC
5: CQAEAVA
6: CQAEIUA
7: CQIEQTA
8: CSIEYSE
9: CSIEBBC
10: CSIEJAC
11: CSIERDC

EUROPEAN CAMPAIGN

1: CQYEIYA
2: CQYEQ6A
3: CQYEY4A
4: CQYEBJG
5: CQYEJIG
6: CQYERLG
7: CSYEZKC
8: CSYEBZA
9: CSYEJYA
10: CSYERGA

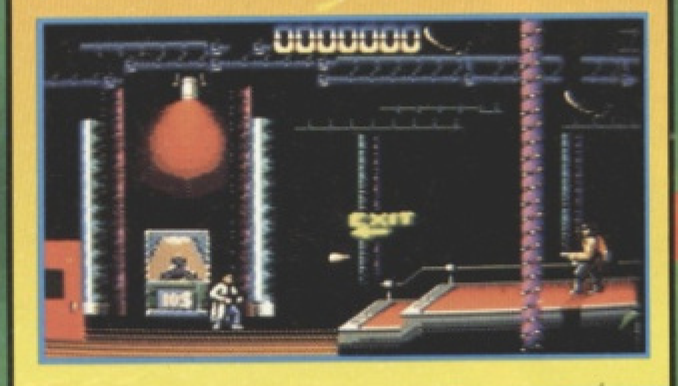
VIETNAMESE CAMPAIGN

Hey! Get the yanks out of VietNam! Fight the draft! Petition Kennedy!

1: CSIEZCC
2: CSIEBRA
3: CSIEJQA
4: CSIERTA
5: CSIEZSA
6:CSIEAJG
7: CSIEIIG
8: CSIEQLG
9: CQYEYKC
10: CQYEAZA

TERMINATOR 2

Hey, actually, I ran into a group of Terminators from Germany when I was backpacking a few years ago, yeah? Hey, great bunch of guys they were too. Actually I remember this time when we all went to this gig together, and we all wore this *crazy* gear, like trainers and T-shirts and stuff. Ha ha! You guys just don't know what you can get way with. Anyway, here's a cheat for this like, groovy Menacer game. Wait until the title screen, the one with, like, T2 THE ARCADE GAME on, comes up then press the joypad UP, DOWN, LEFT, RIGHT, UP, DOWN, LEFT, RIGHT. If you do this right you'll hear a voice saying "excellent", 'cause of course, that's "in", right now, yeh? Start the game, and when you want to skip a level pause the game and press B and C at the same time, or the top two buttons on the Menacer if you're using that, and you should move on to the next stage. Hey thanks Marc Goldman from the Department of Computing at Lancaster University, hey, university, right? Hey, I bet you got smashed last night, yeah? Hey, it's okay, I'm not going to come down heavy on you, right, I was the same at your age you know.



SPEEDBALL 2

"This code actually works," says A S Grosvenor from Blackpole Village, Worcs. Hey - I get where you're coming from A, but what's the cause for this negative sarcasm stuff? Hey, just because the code we printed to reach the first division before didn't work. Anyway, if you want to reach the top, but just remember not to tread on the little people on your way up, yah, type in this code:

LBXQ MHAR Mk7l Y8T1
2fZW -2ww 7vVD IBMH



ROLO

TO THE RESCUE

Actually, this reminds me of a funny story. When I was doing my training, right, there was me and a load of other lads in our dorm, right? And one night we went out to the Union bar, right, because it was someone's birthday, but anyway, right, that's beside the point. Anyway, we all got *completely* slaughtered, right, and we, ha ha, decided it'd be a great idea, ha ha, to go down to the zoo and steal an elephant and take it back to the dorm, ha ha ha ha. But the zoo was shut so we just nicked a couple of traffic cones. Anyway, Sarah Wearing (21), hey, it's okay Sarah, no-one's going to judge ages round here, right kids? Anyway, Sarah, from Briton Fery, West Glamorgan, sent in this great tip for EA's latest platform videogame. On the first Desert Zone, make your way to the squirrels at the end of the screen and collect three of them, stacking them up on your back, like we used to at Uni. Right, then walk back to the start of the screen and bounce up off the right hand rock. When the top squirrel is at its highest pause the game, choose the left hand squirrel and unpause. When Rolo reappears the squirrel should go into a bonus room where there is one million points and ten free lives. Re-do this screen as often as you like to get up to 99 free lives.

WONDERDOG

Hey! It's Andrew Heywood again. Hey, are you any relation to Nick Heywood out of popular "popular music" combo Haircut 100? La la, love plus one... well anyway, now he's brought us the level codes to this animal-loving pacifist game. Hey - and remeber, don't leave your dog in your car on a hot day, yeah?

PLANET WEIRD: REEVES
SCRAPYARD: ANKLES
PLANET RAINU: WOOPIE
DOGSVILLE: MYSTIC
LOONY MOON: LEDZEP
PLANET FOSSIN: PIXIES



TIPS

Issue two of MEAN MACHINES SEGA states that Twinkle, the heroine of this tale, is one mean sister — despite her girlie looks — stepping out in the name of peace and tranquility like a good 'un. Her journeys through the enchanted realms of this floating kingdom are know legendary in the MEAN MACHINES office and this players guide presents itself as recognition of the cart's minor classic status. Besides which, it's rock!!

STALL IN THE NAME OF PROGRESS

A large factor of this game's challenge level is a direct result of Twinkle possessing only one life and three — count 'em — continues! Yet Twinkle retains all the points she is collecting, she also receives an extra continue after gaining adding a specific number to her score. There are four specific locations within the game where masses of points are available to our continue

The Plateau:

Stand in the position shown and put Twinkle's 'Seeker' Bracelet into effect.



The Ogres:

Level three houses a persistent troop of Ogres just queuing up for the slaughter. Defeat the first line of defence and another sidles along for more of the same. Idiots. However they only fall for this four times.



The Cavern:

A source of weapon power-ups lies within the caves of level five, along side the second opportunity for point grabbing. Use of the Spread Bracelet's powers reaps in the points and prizes here.



The Birds:

In the Ice Castle of level nine there dwells a flock of kamikaze birds. As with level three, employ the Seeker Bracelet for a long-term pigeon shooting session.



Twinkle ✶ a guide



Armed with a full supply of Super Bombs, Twinkle is unstoppable here! The Spider has fiery breath which Twinkle easily negates by sending her magical powers into its features. Though the Spider casts webs over Twinkle's little frame they only serve to slow her down.



Surprisingly enough, this hot-headed pair are incredibly easy. Use the Javelins for the greatest effect, the leaping antics of both heads are easily predicted so blast away wherever they land for swift disposal.



CHARMING!

Of the two magic spells available to Twinkle the most powerful, by far, is the 'Super Bomb'. Hence, while the Fire-Dragons blast their way up the screen in the most reliable manner possible, careful use of the Super Bomb is always a wiser choice. The Spider Boss at the end of level four is evidence of this. Always take care in getting the right aim, however, or else the swirling orbs that form the Super Bomb dance right off the screen before making any kind of impact whatsoever. Indeed, hopeless magicians ought to supply Twinkle with a spare pair of knickers for each time a Super Bomb goes wrong!

MIND THE GUARDIANS!

Standing in full view of this three-headed creature only angers it more, causing it to charge at Twinkle and inflict much damage. Keep her to the side lines and use the seeker. Don't stall her should a quick dash across the screen prove itself necessary!

This quarrelsome quartet appear one at a time, so concentrate a stream of Javelin fire at their scrawny necks as they do! Keep Twinkle moving and remember her magic!



An enormous spectral knight that has trouble with static forming on his fillings, resulting in streams of lightning emitting from its mouth. Once again the use of the Seeker Bracelet is the safest option with skillful magic abuse doing the rest. However having Twinkle nip in with the odd Javelin assault speeds things up.

By standing slightly to one side of the Tree's mouth and putting full-powered Javelins to good use the wooden expression soon turns to that of distress. In its dying moments the Tree's roots shoot up from the ground. Keep a look out for the small, cylindrical patches that indicate their positions.



Twinkle may rely on her Seekers for a leisurely dispatch of this pair of hassle on wings.



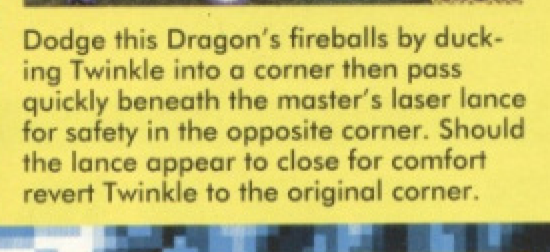
This guardian is fir-cone mad, scattering pieces of itself in Twinkle's general direction and blowing its top at every available opportunity! Have Twinkle make a series of diagonal attacks on it with the Javelins.



There is no hard and fast rule for this three-headed Dragon. At this stage in the game the going for Twinkle is tough, no matter what. Concentrate Twinkle's attacks on one head at a time as, once a head is destroyed a new one appears until the stump from whence it came is completely destroyed.



Lucifer's bolts of lightning are a cinch to dodge. Though the Javelins do the most damage and the Seeker allows Twinkle the freedom to move around more freely here, the Spread Bracelet is best put to use against this master of evil.



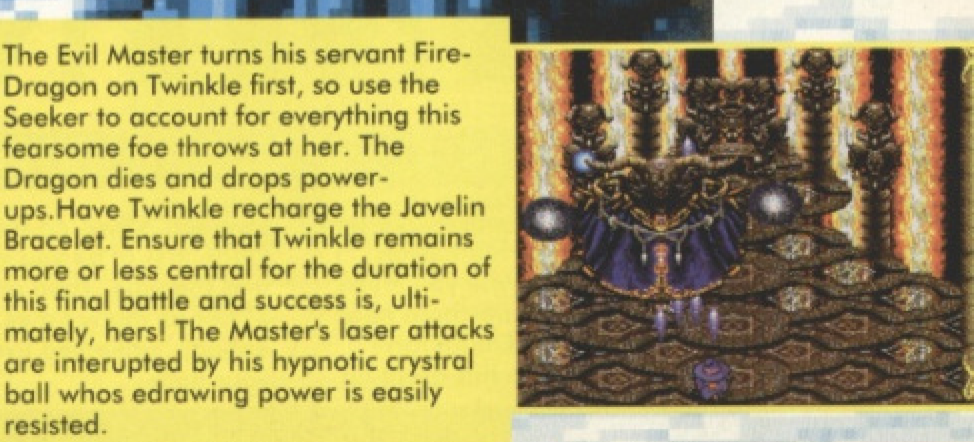
Dodge this Dragon's fireballs by ducking Twinkle into a corner then pass quickly beneath the master's laser lance for safety in the opposite corner. Should the lance appear to close for comfort revert Twinkle to the original corner.

Once its master is felled the Dragon makes its own attempt on Twinkle's life. Reserve all of Twinkle's magic attacks for this time and use them as the Dragon resumes its fireball attacks as the magic absorbs their power. Put Twinkle's Seeker Bracelet into action when the Dragon swoops down to the bottom of the screen.



Without magic these hammer-happy uglies are tremendously tough. It is here that the Super Bombs are forsaken, for the only time, in favour of the more dependable Flaming Dragons. Have Twinkle stand her ground and let those Javelins fly.

The Evil Master turns his servant Fire-Dragon on Twinkle first, so use the Seeker to account for everything this fearsome foe throws at her. The Dragon dies and drops power-ups.Have Twinkle recharge the Javelin Bracelet. Ensure that Twinkle remains more or less central for the duration of this final battle and success is, ultimately, hers! The Master's laser attacks are interupted by his hypnotic crystal ball whos edrawing power is easily resisted.





GAME GENIE

Hey, all this new technology is just so good, it takes all the hassle out of cheating, right? Anyway, like, Mark, right, he's like this behind-the-scenes guy at Hornby, right? Well he's sent us some more exclusive codes to put in the mag. Some people'll do anything to get their name in print, right? By the way, my name's Mike.

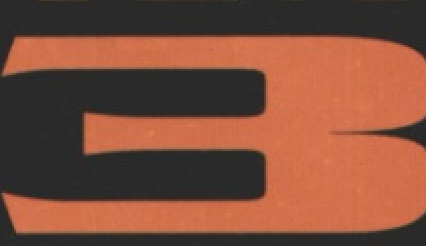
GREENDOG

Hey, that was was that song by Shakey wasn't it? Heh heh, that's just my little joke, you know you *are* allowed to laugh in this tips section heh heh.



Infinite lives: ATNT AA4E
Spikes don't hurt: ABYA CAAN
Cola doesn't restore energy: AACA CAC4
Cola completely restores energy: GACA CAC4
Fish don't hurt: AD8A AACL
Fish hurt more than normal: AX8A AACL
Fish are devastating: CD8A AACL
Birds don't hurt: AC6A AABG
Birds hurt more than normal: BC6A AABG
Birds are devastating: CC6A AABG

ALIEN 3



Stewart Jones and Chris Dow from Forres, Moray in Scotland have... hay, hang on, Stewart Jones right? Maybe you know *Steven* Jones? I think he was living in Dorset last time I saw him, but it's the same family name, right? Still, Stewart and Chris, we'll just use first names here, have found a hip-hop happening infinite lives cheat for Aliens 3 on the Master System. All you have to do is select CONFIGURE on the title screen, select two players, then go to the start of the game and lose all your lives. Then go back to the CONFIGURE screen and select CONTINUE. Now both players should have infinite lives. I thought Alien 3 was brilliant, did you see that bit when, er, that bit with, like, the alien in it? That was just brilliant.

STREETS OF RAGE



"We have found this cool cheat for the Game Gear," says this next letter. Hey - "we", right? Hey, that's great, yeah, cooperation, let's just write that one on the blackboard shall we? Well yeah, through "cooperation" James Thompson and Marcel Dixon have discovered this tipola - do you kids still say that? - for invincibility on this great beat 'em up, although I don't really advocate the use of violence, yeh? To use the cheat just go to the sound test, select tune number eleven and press buttons one and two together. A new option should now appear saying Damage ON. Change this to OFF and your safe to walk the streets again, not like you youngsters are yeah? What with all the bombings, mugging, drug-dealing and murder. And the whales.

THE LUCKY DIME CAPER

Hey, arcade games! Yeah! I don't know why the authorities are coming down so heavy on arcades. So alright, they're stuffed full of drug dealers, glue sniffers and pimps, but hey, it's just kids having fun right? Hey, rock 'n' roll, yeh? And yeah, like you say Davies, most arcades are in fact nice clean bright places for the whole family. Yes, good point.

Start with one credit: AE6ABE3W
Start with 50 credits: LA6ABE3W
Start with 75 credits: RV6ABE3W
Infinite lives: RZBAA6V6
Start at Cyberdyne: SF4ABTXL
Start at Freeway: SF4AB2XL
Start at Steel Mill: SF4AB6XL
Always have maximum gun power: AADTAAEL
Infinite rockets and shotgun on pick-up: RZ8AA6XO
Advance to next level and get infinite credits when terminated. WARNING: Doesn't work on last level, and there may be some, er, side effects: XE6ABE3W

TERMINATOR 2

THE ARCADE GAME



Anyway, we'd better crack on, it's nearly the end of the tips section. Right, Dennis Huddleston from Wibsey in Bradford, hey, maybe you know my sister, rigt, I think she lives somewhere near there, well, in Yorkshire anyway. Edinburgh I think it is. Anyway, Dennis sent us this great tip for infinite lives on the Lucky Dime Caper. Right, first of all you've got to collect ten lives and then die. Then on the next screen press START as many times as you can. If you press it enough, unlimited lives should be granted to your duck.




1-2 PLAYERS

PRICE	£39.99
BY	JVC
RELEASE	APRIL

OPTIONS

CONTROL: JOY PAD
CONTINUES:SAVE GAME
SKILL LEVELS: 1
RESPONSIVENESS:LUURVELY!
GAME DIFFICULTY:MEDIUM

1ST DAY SCORE

FINISH THREE LEVELS

ORIGIN

Jaguar XJ220 resembles split-screen racing games of 'yore' like Super Monaco GP.

HOW TO CONTROL



- A Change Gear
- B Brake
- C Accelerate
- S Starts and pauses the game

HOW TO PLAY

Select a Grand Prix tournament, or World Tour option and race for a place on the qualifying grid. Then beat the opposition into second place with your racing antics.

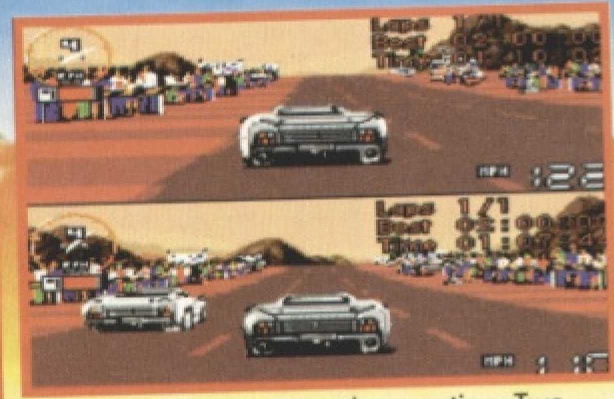
JAGUAR XJ220

The Jaguar XJ220 was unveiled at the British Motor Show in October 1988. Much jaw-dropping was in evidence at the super sleek, super-powered road car which became the fastest set of wheels on Earth for some years. Of course, this baby was out of the pocket money range of your average car enthusiast, but it didn't stop people drooling and dreaming.

Now someone at that Motor Show must have been fortunate enough to work for Core Design, that zany programming team from Derby. Their fertile mind must have visualised that silver bullet racing along the great tracks of the world, taking on the best performance machines of the decade. And then they probably thought of the Megadrive and shrugged the whole thing off.

But now Sega owners have their own turbo-charged piece, at a snip less than the XJ220, and the new power of the Mega-CD has made that dream of Core a reality. Now it's sprite-scaling realism ahoy with the Jaguar simulator. Your 'motor' is lavishly appointed with cream leather upholstery and Technics CD. So 'apply' some torque and let's go.



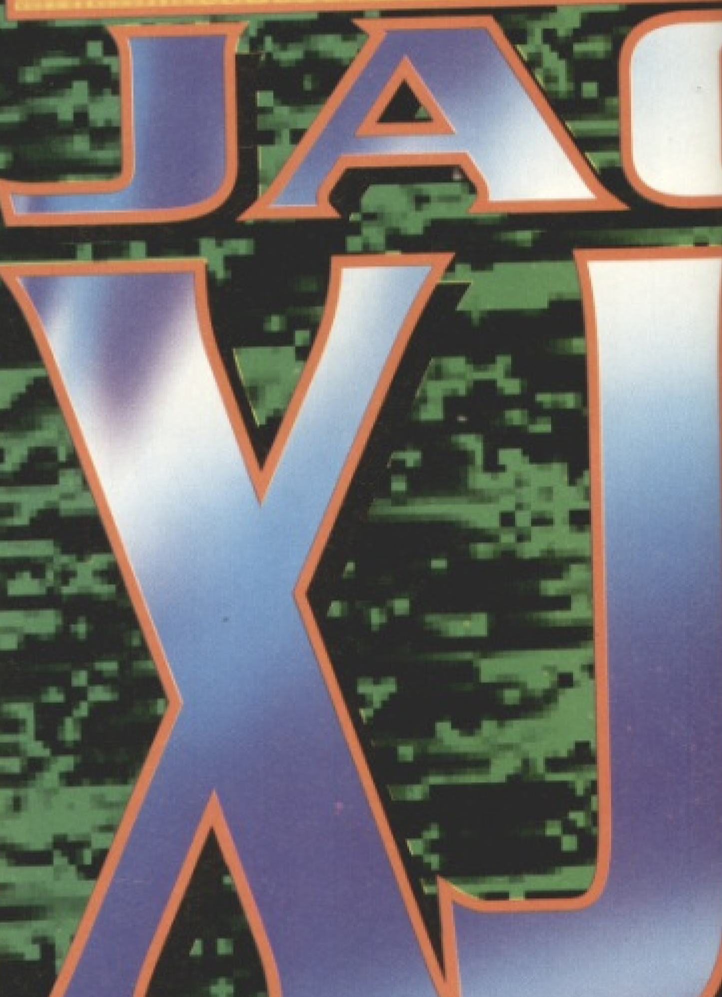


SPLIT PERSONALITIES

Jaguar offers one or two-player action. Two players are accomodated with a split-screen display. Two-player Grand Prix races take place with 18 other racers, so the Jaguars are fighting the field as well as each other. The display is noticeably slower with the split-screen mode, as you'd expect.

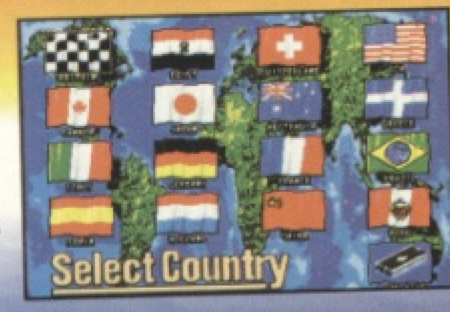
LIVE AND LEARN

Five facts you probably didn't know about the Jaguar XJ220:
1. The cost of one brand new is £401, 402.
2. It goes from 0-60mph in 3.8 secs.
3. Only 350 of them are being made.
4. A replacement back tyre sets you back £850.
5. The engine delivers a massive 542bhp at 7000 revs.
Gumph!



WORLD CLIQUE

There are sixteen tracks from around the world available on the Jaguar menu. When any is selected, for a single race, or part of a tour, a plan of the course is rotated, along with its spec: length, track condition and records. Different countries exhibit typical characteristics: Monaco is hilly, England is always raining!





▼ Well, that's either a very big snowman or...

▼ A rather spooky tunnel yesterday.

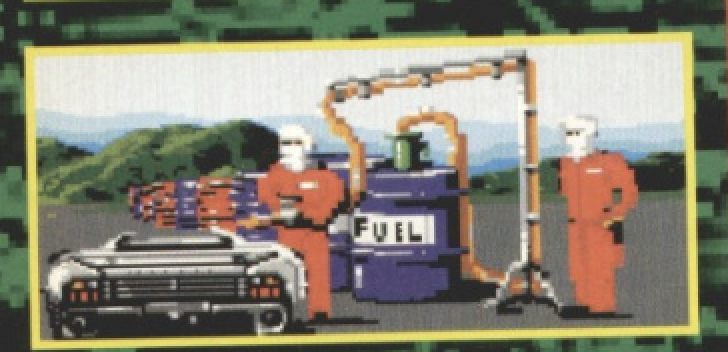
COMMENT

JAZ

Playing very similarly to Lotus Turbo Challenge, but featuring twice as many tracks and better graphics and sound, this is a truly excellent one- or two-player racing game. The challenging, high-speed action is great fun in one-player mode, but, like most games of this sort, it's even better in two-player mode. A nice touch is that the further behind your opponent you get, the faster your car goes, which means the racing is always highly exciting and ultra-competitive. If you've already got Lotus, there's not much reason to buy this. Yes, Jaguar XJ220 is better presented and offers a lot more, but it isn't £40.00 greater. If you haven't, though, and you're a racing fiend, this is definitely worth checking out.

REVIEW





OVERSAMPLING

The benefits of racing on a CD-ROM are made apparent when you pick your music. Jaguar has a mock CD set-up, with five different chillin' n' funky tracks to get into. You sample the tracks before each race, picking your background music.

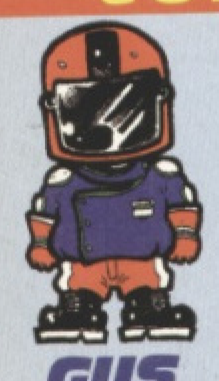


TRACKER NUT

One of the grooviest features of the game is a track editor, which gives you complete freedom to create Grand Prix tracks of your own. Arranging your tarmac nightmare is done from two simple icon menus, controlling track length, gradient, curve and then presenting a list of objects to have along the course-sides. Efforts may be saved to the Mega-CD.



COMMENT



GUS

A really neat, no-nonsense driving game to give Mega-CD owners a clear edge over their Megadrive owning inferiors. There is nothing like Jaguar XJ220 on any Sega system, its impressive sprite-scaling giving a much better impression of speed than Super Monaco GP ever did. The graphics are the most impressive part of the package. In single player mode, hundreds of roadside objects whizz past, smoothly scaling. The track itself is hilly and interesting to drive, but moves fluidly and realistically. If there's any graphical flaw, it's in the presentation of the cars themselves, which are a bit bland. This is a shame when the Jaguar is such a stunning car to see in its proper 'flesh'. However, any small niggle points are far outweighed by the lavish presentation, the copious amount of courses and, not forgetting, the track editor that lengthens the game's interest considerably. Oh yes, and the vital split screen mode, that turn a good racing sim into a real contest. A priority purchase for driving fans.

THE BODY SHOP

At the end of each on-track encounter, it's time for the painful part of the game — seeing just how wasted your precious baby is, after hitting all these chevrons and innocent bystanders. In the bodyshop you replace bodyparts, tyres, shocks, engine, and brakes. Parts that are still functional show up as green, but damaged functions are an angry red. You haven't got infinite resources to repair it all either — in fact, you have to spend your winnings on repairing the car!



LONG TERM REPORT

HOUR
DAY
WEEK
MONTH
YEAR

BREAKDOWN

STRATEGY
ACTION
CHALLENGE
REFLEXES

PRESENTATION 95

▲Almost faultless presentation, with the beginning sequence, lots of stills, stats screen, awards, saved games etc.
▼Mildly irritating disc access.

GRAPHICS 89

▲Ultra fast sprite scaled action, and convincing fluid track movement. Marginally slower for two players.
▼Graphics are a bit blocky, and some tracks lack a distinct character.

SOUND 85

▲Five CD quality soundtracks, in the sort of funk house mode.
▼Minimal effects, and no big explosion effects for the morbid (just clanks).

PLAYABILITY 91

▲Grippingly addictive race action, especially in a two player head to head. Good racing feel.
▼Not a rough racing game, which might annoy crash merchants and Cosworth drivers.

LASTABILITY 88

▲Lots of tracks, and a highly pitched difficulty level. The editor is the best new feature of all.
▼Many of the tracks may play too similarly for some fans to stick to it.

OVERALL 90

A roaring racing debut for Jaguar on Mega-CD that is truly excellent if not a complete classic in its field.

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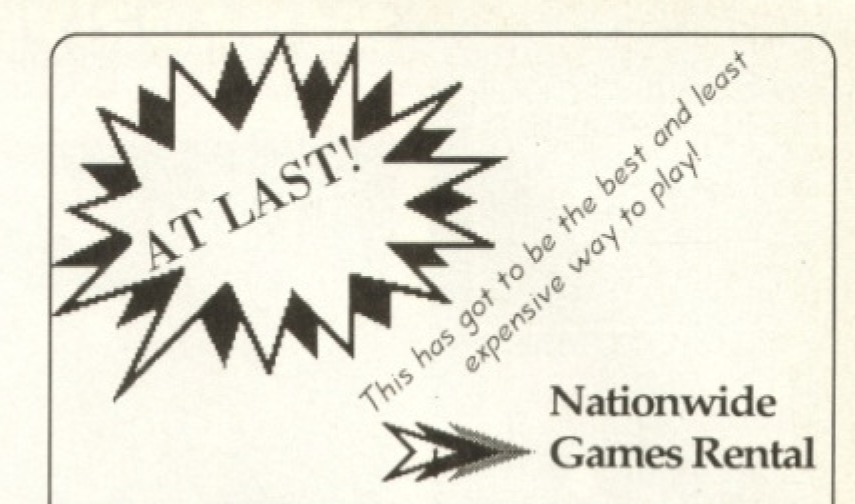
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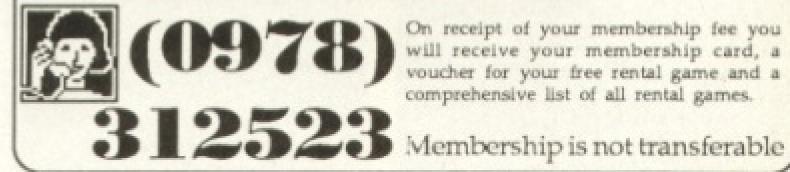
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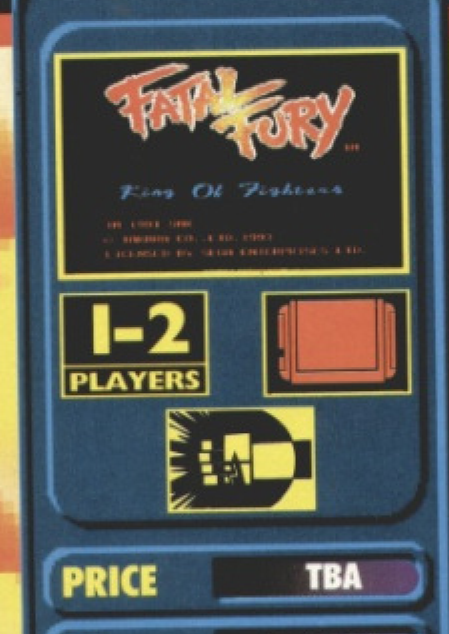
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PRICE TBA

BY TAKARA

RELEASE APRIL

OPTIONS

CONTROL: JOY PAD
CONTINUES:3
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY:MEDIUM

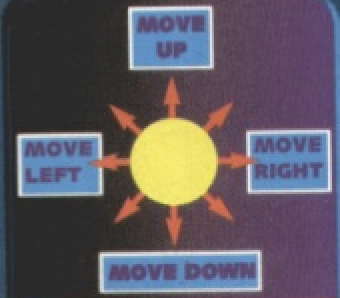
1ST DAY SCORE

WIN SIX MATCHES

ORIGIN

Fatal Fury originated on SNK's Neo Geo. It was written in answer to Capcom's phenomenal Street Fighter II.

HOW TO CONTROL



A PUNCH

B KICK

C THROW

S STARTS AND PAUSES THE GAME

HOW TO PLAY

Select a fighter, learn his moves then put them to the best possible use against human or computer-controlled opponents.



Destiny, the unerring force that controls our lives; something with which we all meet in time. For some destiny is an executive suite in the Hilton whilst others rendezvous with theirs in the gutter. Destiny has no favourites, it simply does its job.

For Terry and Andy Bogard, their fate lies with Geese Howard, the man responsible for the death of their father. Now, the one clause in destiny's guidelines dictates that fate is changeable. So, instead of leading perfectly normal lives, the brothers find themselves avenging their father's untimely death.

Mercifully, they are not alone in their hatred of Geese, for their friend and Thai Boxing champ, Joe Higashi, is out for Geese's blood too. Indeed, over the years, this Geese character has amassed a certain amount of bad feeling amongst the hearts of nations. So now Geese not only faces three but eight potential avengers, five of which stand in the way of Higashi and the brothers and their goal.

Learned in the arts of Kung Fu, Boxing, Wrestling and Capoeira these World Warriors are shaping their destinies too. This game gives one or two players control of this situation, taking Terry, Joe or Andy to their date with fate, ensuring that the putrid Geese gets his just deserves! Each of these three men possess secret moves that a player exploits to his or her advantage, discover these and victory is closer than you think.





THE BROTHERS, GRIM

The Bogard boys are expert martial artists, due to the years of pent-up aggression and the will to find that justice is done. Their chosen disciplines are hybrids of many techniques throughout the world and, while Terry prefers a casual approach to his dress code, Andy parades the fighting areas in a more practical outfit. Their pal, Joe Higashi, is an expert in Muay Thai which, more or less, speaks for itself. Here is a lowdown on the lads' specialist moves.

TERRY





The elder of the brothers, Terry, has the power of the flaming fist and also sends fire scorching across the ground as he cries: 'Allow me!'. His most complicated manoeuvre is a somersault kick, a startling move that transports Terry across a third of the screen culminating in a damaging, double-hit kick.







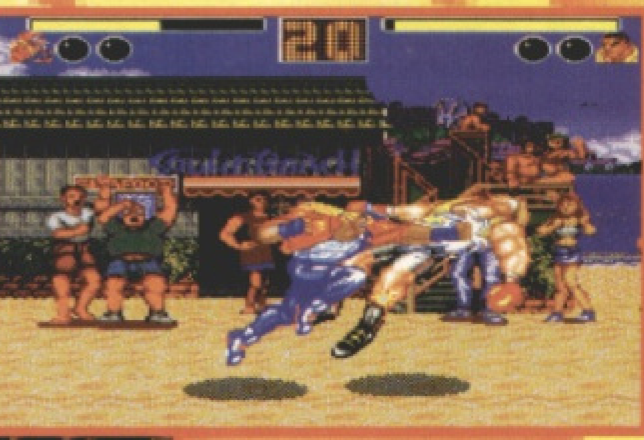
MISSING PERSONS

Overall this is an accurate conversion of SNK's coin-op/Neo Geo game of the same name. However some features are absent from the Megadrive version. First and foremost are the missing boss characters: Hwa Jai and Billy Cane, along with their respective locations the Happy Park and South Town Village. For your information Hwa Jai is a drunkard Thai boxer, swigging his rice wine with fury. Billy Cane is your archetypical red neck, toting a huge crimson cane. To compensate for this Takara have twisted the story line a touch and placed brother against brother, friend against friend as Terry, Andy and Joe duel for Geese's doom. Fools.



◀ Grrr, grrr. I'm a big tiger, me. Grrr!

▼ You sir are the spawn of the Devil's trumpet!



▲ Plums! That's the worst veruca I've ever seen!

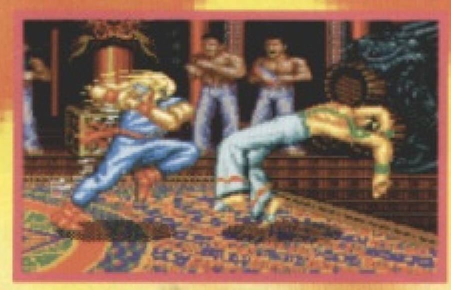




ANDY





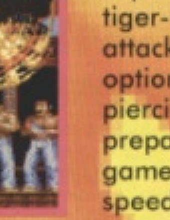




Aspiring to his brother's excellence and eventually, some might argue, surpassing him in terms of technique. Andy summons fireballs from his fists, dashes at his opponents with a power crush and leaps, feet first, at his enemy. The most spectacular tactic that Andy employs is a swirling, mid-air fist attack.

JOE







Muay Thai stands as a powerful martial art doesn't require require too much assistance. However, Joe is adept at sending a swirling whirlwind from his bandaged fists, and is capable of pulling off a super-charged tiger-knee attack with the option of a piercing flaming push kick. Joe Higashi also comes prepared with the easiest special move in the game, a flurry of super-fast jabs activated by speedily pushing of the punch button.

COMMENT



PAUL

The first of the long-awaited, coin-op style beat 'em ups for the Megadrive is far better than expected, especially after the highly suspicious Super NES version! The absence of two characters doesn't subtract too much from the over all effect, that being a close rendition of the original SNK product. There are a surprisingly large choice of moves available, considering the game is limited to only three buttons, one of which is reserved solely for throwing purposes. Each of the special moves are very impressive, although quite fiddly to pull off on the Megadrive's joypads. Joe's Tiger Knee is especially cool! I find that the ability to jump in and out of the background hinders the gameplay somewhat and is something that the conversion would be better without, as with the Super NES. It's quite neat but the player has no real control and this often results in cries of frustration as the chosen hero collides, clumsily with his opponent, though not at the player's bidding. Also there are occasions where a some of the most basic moves seem unresponsive. Generally, though, the fighting action is very satisfying — finishing off an opponent with a spectacular special move is excellent! Whilst Fatal Fury lacks the scope for fancy combinations, as with better fighting games of this type, it is still absolutely the best one on one combat game for the Megadrive to date and certainly the most lavishly presented. While I still advise waiting patiently for Street Fighter II, the quality of this conversion is very much in its favour and it stands alone as being a very impressive beat 'em up in its own right.

REVIEW

COMMENT



RICH

We've all become Street Fighter II veterans, what with having the coin-op in the office, and we're always on the look out for a game of similar quality for the Megadrive. Although not quite a classic, Fatal Fury shows that the Megadrive can produce the goods. The graphics and movement are dead smart; fast, fluid and very effective. The gameplay and range of opponents is similarly good — where it not for the appearance of Cyborg Justice, this would definitely be the best beat 'em up we've seen this year (we saw Streets of Rage II in 1992!). However, as I've stated before, the game does have its limitations. Pulling off the special moves is a lot more difficult that Street Fighter II — especially as most of the moves end in a diagonal. You really need a decent joystick (rather than pad) to get the most out of it. Even then, jumping in and out of the screen is a very hazardous affair — you always seem to get hit! However, I would say that Fatal Fury is damn good fun, and beat 'em up fans are advised to check this out.



▲ *Eeek! Killer body odour!*



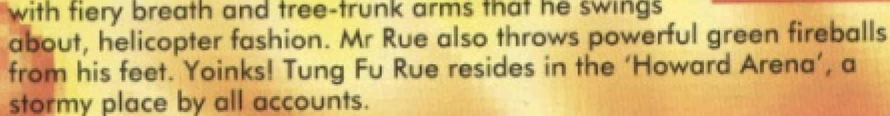
MARTIAL LORDS

The dream of seeing the fall of Geese Howard burns so strongly in the other fighters' hearts that none can bear the thought of another striking the final blow. Consequently the remaining five athletes pose as cunning obstacles in the game. They too, are well practised in the more diverse moves available to the martial artist...

TUNG FU RUE



Looks alone give away the fact that Rue is the oldest competitor in this competition, though he his learned in ancient magic. This minuscule ancient Japanese bloke transforms into a malicious herculean brute with fiery breath and tree-trunk arms that he swings about, helicopter fashion. Mr Rue also throws powerful green fireballs from his feet. Yoinks! Tung Fu Rue resides in the 'Howard Arena', a stormy place by all accounts.

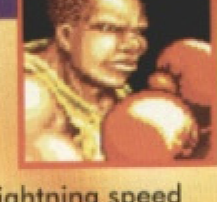


DUCK KING

MC Hammer wannabe King looks amazingly stupid in those enormous pants of his and that post-punk Mohican travesty of a hair cut! His fighting ability is slightly less ridiculous, however, as he demonstrates a remarkable talent for his strange, kick-biased martial art. Duck King hangs out by the 'West Subway', showing off his skills to his musing, muso friends. The subway King is on a roll as he tumbles into his dazed opponents.



MICHAEL MAX



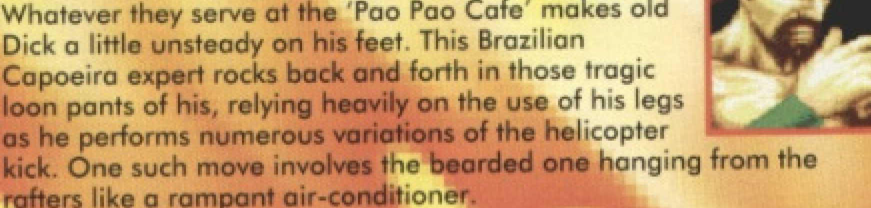
Humble Michael max appears quite the conventional fighter as he stands, boxing gloves on each arm with the signature shorts and hooded top of the professional boxer in training. A little less conventional are his giant proportions and punishing, punch power; Max letting loose with some awesome uppercuts and lightning speed jabs to the features! 'Sound Beach' provides the sandy canvas for his raging routine.

RAIDEN



A colossal image of a wrestler dressed in a flashy blue, skin-tight monstrosity of a leotard. Raiden is deceptively agile for his size and all the more dangerous for it. The 'Dream Amusement Park' is a fitting location for Raiden's roller coaster approach to unarmed combat as he rattles his opponents around like dolls. Raiden also possesses the worst breath known to mankind.

RICHARD MEYER



Whatever they serve at the 'Pao Pao Cafe' makes old Dick a little unsteady on his feet. This Brazilian Capoeira expert rocks back and forth in those tragic loon pants of his, relying heavily on the use of his legs as he performs numerous variations of the helicopter kick. One such move involves the bearded one hanging from the rafters like a rampant air-conditioner.



PRESENTATION — 92

▲ Throughout the game the presentation is both striking and comprehensive. The story line keeps the action running along smoothly and the options screen has much to play around with.

GRAPHICS — 93

▲ Bold sprites and good animation on the whole — some of the special moves look great!
▼ The animation in the backdrops is limited — almost comical.

SOUND — 88

▲ The soundtracks reflect the on-screen action well. Suitable, sampled sounds.
▼ Most of the sampled speech is rough around the edges and a little indistinguishable.

PLAYABILITY — 84

▲ An arcade -quality conversion and so, naturally, it's very exciting.
▼ Problems with the control pads, in that the special moves are made difficult. Little scope for combination moves.

LASTABILITY — 86

▲ The fact that the game is at its best when played with two players earns it a long life expectancy.

OVERALL — 84

A good conversion that fairs well despite relying on three buttons. The controls seem unresponsive on occasions, but the game is highly playable and worth considering. Even with the imminent Street Fighter II release.

REVIEW



PRICE	TBA
BY	ACCLAIM
RELEASE	TBA

OPTIONS

CONTROL: JOY PAD
CONTINUES: 3
SKILL LEVELS: 1
REPONSIVENESS: DARNED DECENT
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

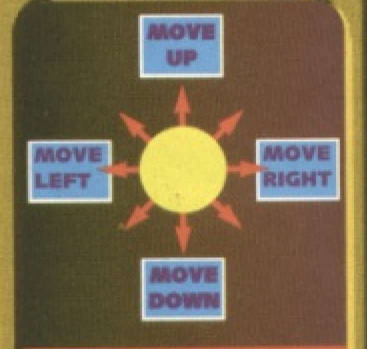
COMPLETE FIRST TWO LEVELS

ORIGIN

Conversion of the NES title of the same name, starring your friendly neighbourhood web-slinging superhero.

HOW TO CONTROL





1 Jump

2 Sling web

HOW TO PLAY

Guide Spidey across the six platform levels, defeating the minions of each of the six villains. Gyoinks!

SPIDER

Poor old Peter Parker. The shy, retiring science student went along to a lecture held by his favourite scientist, riding high in the research charts with his hit theory on irradiating small things, and accidentally became part of the experiment! The professor was displaying his number one formula by irradiating a little money spider. This spider was accidentally blown across the room by a sneezing zoologist at the end of the show, whereupon it chanced on the hapless Petey's bare arm. Understandably a little outraged at having been dragged from its comfy web into the midst of a particle accelerator, the spider lashed out, biting young Parker. The rest, of course, is history. Yes, Peter was left completely unable to climb the sides of baths!

Of course, there was only one way the shattered chap could possibly rebuild his life, and that was to don a gaudy costume and fight crime. Now six of his deadliest enemies have banded together to trap our hero and and pull all his legs off before washing him down a big plughole.

Spidey's task in hand is to track each of these villains to earth and defeat them before they have a chance to launch a group attack on him in this new platform game from the people who brought you Krusty's Fun House, except they didn't on the Game Gear (yet).

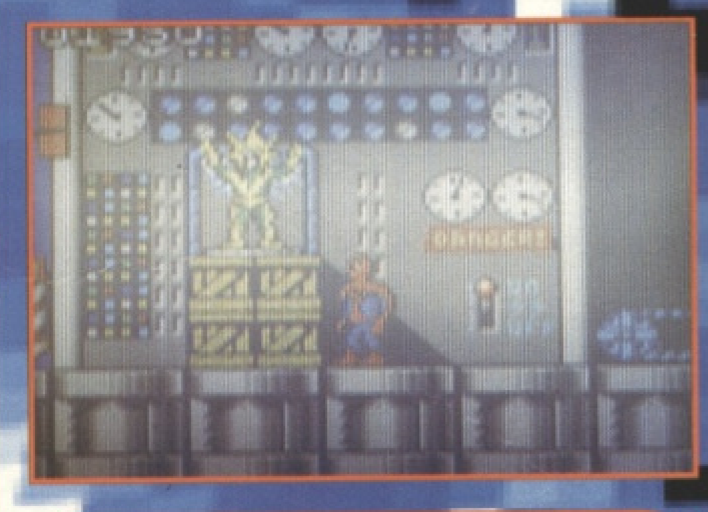
COMMENT



RAD

Spider-Man has to be the comic character ripest for conversion to cartridge. Sadly, in most cases not enough is made of his extraordinary abilities, and such is the case with Revenge of the Sinister Six. That's not to say that it's really a bad game, as Game Gear platform titles go it's not bad at all, but there's certainly a great amount of potential wasted here. For example, there are very few points throughout the game when you actually need to climb walls, or indeed, sling a web — any size! Most of the action centres around pretty standard platform hi-jinks. However, if you forget about this being a Spidey licence it's a lot better. The graphics are very clear, mostly because of the bright, distinct colour use, and although the scrolling is very fast there's no screen blur. However, the one problem is that the game might be just a little bit *too* fast for its own good. Everything moves so suddenly it's hard to get a grip on what's going on at times. Mind you there's still a lot going for Spider-Man — it is very enjoyable, and whilst the six levels aren't too long, they do get pretty hard after a while. All in all, not a classic by any means, but a passable platformer.





CATCHES THIEVES JUST LIKE FLIES

Webs are very useful indeed for spiders. They make houses out of them, trap food with them and even wrap up their grub for later with them, a bit like clingfilm. Spider-Man also has a number of uses for webbing (shot out through his mechanical web-shooters on his wrists, as opposed to coming out of his, er, spinnerets like on a real spider). Spider-Man spins a thread of web to swing from one place to another, allowing him to cross large gaps or gaping chasms with ease. In this game, simply jump in the air and then hold down both buttons to spin your web. Spidey also uses his webs as an offensive weapon - they tell rude jokes. Actually, he spins compacted web balls which he then hurls forcefully at his opponents, knocking them unconscious. However, the supply of web fluid for this function is limited, a bit like it isn't in the comics, and Spidey has to take care to pick up plenty of ten-shot recharge cartridges found around each level.

R-MAN

SPINS A WEB ANY SIZE

Spider-Man is so named because he has all the powers and abilities of a spider, apart from being able to miraculously appear from under the sofa as soon as you start hoovering. All these powers are represented in the game, so fans of the comics can relive all their favourite web-slinging scenes with ease. Well, in game terms, this means Spidey is a bit of a dab hand at climbing the old walls. This means there are a number of routes through each level. There's the standard running along the ground one, or there's a running along the rooftops or high platforms path. Alternatively, you could combine the two and just climb your way through. Of course, once you know the layout of each level it's easy to avoid a lot of hazards [redacted]ssuming the correct elevation.



▲ *A Spiderman yesterday.*

▲ *Spidey proudly displays his webbed fingers.*

COMMENT



PAUL

Apart from the excellent first Megadrive and Master System Spider-Man titles, companies seem to have a real problem with making my favourite super hero look cool! This is no exception and I should imagine my Dad would look more convincing in the famous red and blue garb than this sad-looking sprite. The game doesn't play as well as the NES version either as control over his jumping abilities is erratic to say the least: He either jumps on the spot or takes a huge leap with no control over what happens in between! As with the NES version, there is no point in climbing the walls other than frustration with the game! The layout is all too familiar which is not always bad thing if there is something going on to liven things up. Sadly there are few enemies to attack — and even they just hang around exercising their one frame of animation in the most boring fashion possible — so yawns are just queueing up for first place on the player's face. The original Spider-Man game is far superior to this.





PRESENTATION



▲ Smart intermissions and title screen. Generally good presentation.
▼ No options

GRAPHICS 92

▲ Colourful, well-defined sprites and groovy backdrops. The animation is good too.

SOUND 88

▲ Top notch atmospheric tunes.
▼ Effects are a bit sparse and weedy.

PLAYABILITY 79

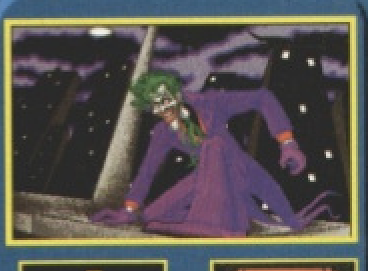
▲ It's easy to get the hang of this enjoyable platforming action.
▼ No real use made of the central character.

LASTABILITY 74

▲ Levels are fairly big and get much harder as the game progresses.
▼ Only six levels, though.

OVERALL 79

An enjoyable, if not fantastic, platform game which is a bit of a wasted licence.







PRICE £42.99

BY SUNSOFT

RELEASE IMPORT

OPTIONS

CONTROL: JOY PAD
CONTINUES:INFINITE
SKILL LEVELS: 1
REPONSIVESS: GREAT
GAME DIFFICULTY:HARD

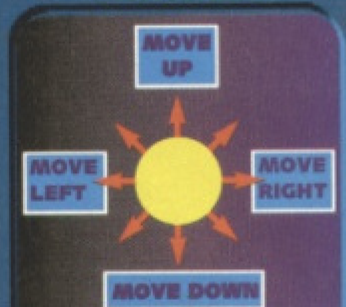
1ST DAY SCORE

Reach level 2-3

ORIGIN

Sequel to the Megadrive Batman game, this time converted from the NES sequel of the same name.

HOW TO CONTROL



A Fire

B Jump

C Kick

S Pause

HOW TO PLAY

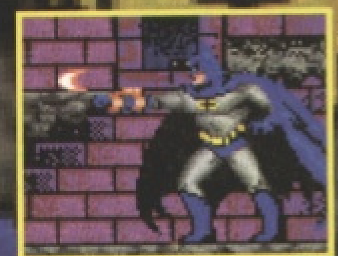
Guide Batman across the shoot 'em up or platform stages. Take care to watch your limited energy supply, though.

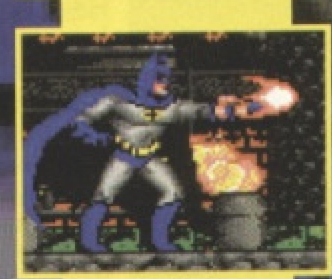
They say that behind the smiles and laughter of every comedian there lurks a private sadness. Some, like Bernard Manning, have to face every day in the shadow of obesity. Some, such as Smith & Jones, aren't as funny as they used to be. And others, Jimmy Tarbuck for instance, just aren't very funny at all. However, there is one comedian whose private tragedy outweighs that of all of his contemporaries. Yes, the Joker, for it is he, is cursed with having had his act at Bridlington Pier and his own gameshow on satellite TV cancelled when he refused an appearance on Celebrity Squares. Now a washed-up has-been of the comedy scene he once strode over like a Colossus, the Joker can't even get a job presenting Lucky Ladders. What's a guy to do when faced with such interminable odds? Joker has no way to keep himself in the style to which he had grown accustomed other than turning to a life of crime.

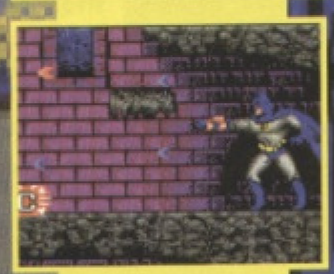
Now the Joker plans to wreak his revenge on those who mocked him and the audiences who didn't laugh loud enough. He has robbed a number of hi-tech weapons facilities and purloined a good deal of deadly armaments. So, under the pretence of being a major promoter, Joker is organising a big 'chaa-ridy' bash featuring all of the comedy old school. Now, when the Royal Really Big Hall is filled to capacity with stars and their fans the Joker and his cronies shall unleash a furious barrage of fiery doom. And only the Joker's old adversary (and purveyor of good taste in comedy) Batman can save the world in this - gasp! - horizontally-scrolling platform shooter from Sunsoft, creators of the original Megadrive Batman game.

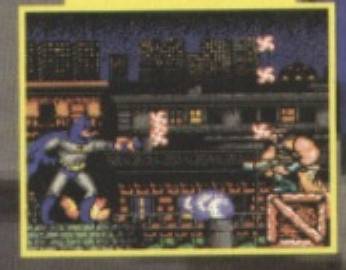
TAKE MY WIFE...

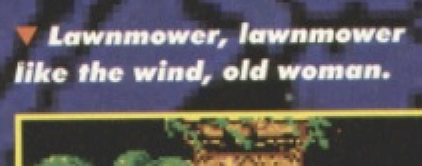
Batman may be a costumed fighter of crime and seeker of justice, but no-one's safe on the streets anymore. As a result, Batso has ditched his familiar fisticuffs as a means of self-defence and tooled himself up with some slightly heavier weight kit. He starts the game with a rapid-fire Batarang gun, which fires sharp-edged Batarangs at his foes. Whilst this is highly useful for ridding the world of your average street thugs, the Joker's henchmen are made of somewhat sterner stuff, and as such Batters needs to take advantage of the many power-up crates littered around the path to the Joker's hideout. You see, Batman's new costume has a number of built-in weapons, each one requiring batteries. When Batman picks up one of the power cells hidden in the many crates lying around he is able to choose which weapon to power up next, although only one weapon is available at any one time. Batman's arsenal is as follows:











▼ *Lawnmower, lawnmower like the wind, old woman.*



BATARANG: Standard Batarang armament, although these ones are equipped with groovy heat-seeking capabilities. A bit of a pain when they start homing in on boxes when there's an enemy on screen, though.

CROSSBOW: Fires single energy bolts. Easily the most powerful weapon, capable of destroying even the hardest enemy in one or two shots, although the fire rate is very slow. One for the pinpoint marksmen.

SONIC NEUTRALISER: Not a device for crippling hedgehogs (tee ho), but a really clever weapon that shoots two beams of Sonic Batarangs in a criss-cross pattern across the screen. Very fast fire rate, but not all that powerful.

SHIELD STAR Fires star-shaped darts in three directions. Sadly, this weapon is a bit of turkey. The fire rate doesn't match the Sonic Neutraliser, and neither does the power. Absolutely hopeless.



REVIEW

Batman
Revenge of the Joker



▲ Hallo everybody peeps! It's Davros, innit!



▲ If only I could reach my Bat Funny Caption! Gnn!

▲ Wind! Wind like the wind old woman!

COMMENT



RAD

Sunsoft certainly scored well with their original Batman game, capturing as it did the Gothic feel of the film in the excellent early Megadrive platform game. Well, since then the Megadrive has been flooded with platform games, including another Batman effort, and this time Sunsoft don't have the big-name film licence to cash in on. However, although the odds are stacked firmly against Revenge of the Joker being worth mentioning, it's actually really good. The graphics are fantastic, very colourful and detailed, capturing the spirit of the comic the same way the first game captured the spirit o the film. The action is very varied indeed, switching between standard platform stages, jet-pack shoot 'em up stages, scrolling zeppelin chases and loads of other styles. The whole thing is worked together seamlessly, so there's none of the patchiness you may expect from such a varied title. Revenge of the Joker is also abso-blinking-lutely dead rock hard indeed. There's so much going on and so much to watch out for you can't relax for a second. It may be a conversion of an NES title, but ROJ is a splendid game.

I JUST FLEW IN FROM CHICAGO...

Batman's defences aren't merely limited to guns and bombs, despite his move towards more deadly territory. His martial arts skills are still in good working order, and indeed, they make quite an appearance in Revenge of the Joker. With the single press of a button Batski executes a short-ranged but very powerful Ninja Kung Fu Chun Li donkey-style kick. Pressing the kick button in conjunction with UP on the joypad or the jump button makes Batty Boy perform an impressive flying kick for altitudinally-advantaged opponents. What's more, due to the fantastic anti-friction soles on Batman's boots he's also capable of pulling off amazing one-foot walking kicks from a standing start! These moves are more powerful than the standard gun attacks but they do leave our hero more open to attack.

REVIEW

LONG TERM REPORT
HOUR
DAY
WEEK
MONTH
YEAR

BREAKDOWN
STRATEGY
ACTION
CHALLENGE
REFLEXES

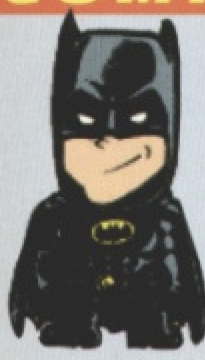


"And your card was... the four of hearts!"



Batman's strap-on appendage shoots off. Zzzz.

COMMENT



RICH

Cor, it's only March and I've already got a leading contender for Donkey of the Year — namely this game's playtester! Whoever came up with the idea for both a password system AND infinite continues should be shot immediately. The problem is that it effectively gives you infinite lives — meaning that you can spawn your way through the levels and note down the passwords — it's almost like cheating through the game. Eventually, you find yourself at the Joker. Now, by this time, you've died so many times, you've collected masses of special power-up crystals, meaning that just a few taps of the A, B and C buttons is enough to finish the game. I cannot state in words how pathetic that is! It's a real shame because otherwise it's a great game, with some excellent, moody graphics, decent sound and addictive gameplay — quite ironic really, considering it's the addictiveness that exposes its incredible flaw.

I WOULDN'T SAY MY WIFE'S FAT...

Eerily enough, Batman, named after a bat, has absolutely none of the abilities of the nocturnal flying mammal. He can't fly, he can't use sonar and he can't even hang upside down by his feet. He can, however, slide along the floor at high speeds. This manoeuvre is effective for both offence and defence. Used offensively this sliding tackle sweeps opponents feet from under them, causing them to die. It's also a useful move for dodging low bullets or sneaking past really hard hazards and guards. Mind you, I think I'd rather be able to fly and hang upside down by my feet.



"Spare us ten pence for a Bat Omni Gadget, guv?"

PRESENTATION — 90

▲Loads of Bat intermissions and Bat presentation screens.
▼Limited Bat options.

GRAPHICS — 92

▲Big, detailed sprites, great use of colour, fine backgrounds and smart animation.

SOUND — 87

▲Atmospheric tunes accompany the game and the effects are varied and of good quality.
▼One gun noise in particular is extremely irritating.

PLAYABILTY — 89

▲Fast, responsive, loads of things to see and do, and Batman himself has a wide repertoire of moves.

LASTABILITY — 58

▲Seven long levels, and a decent challenge.
▼Both infinite continues AND passwords enables you to spawn your way through the game too quickly.

OVERALL — 68

Probably the best adaptation of Batman ever. It's a great game, unfortunately ruined by the sad inclusion of both a password feature AND infinite continues, meaning you can sail through it with only a few sessions' play.



1 PLAYER

PRICE TBA

BY TAITO

RELEASE TBA

OPTIONS

CONTROL: JOY PAD
CONTINUES: UNLIMITED
SKILL LEVELS: 1
REPONSIVESS: GOOD
GAME DIFFICULTY: MEDIUM

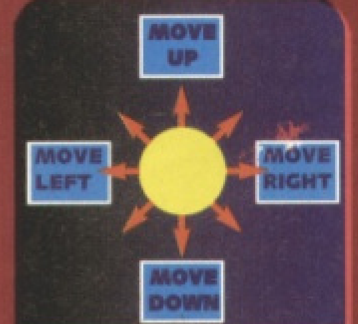
1ST DAY SCORE

819500

ORIGIN

Rainbow Islands is the second instalment of the Bubble Bobble saga, once again starring Bubby and Bobby. Hurrah!

HOW TO CONTROL



1 Creates the rainbows.

2 Allows Bubby to jump.

HOW TO PALY

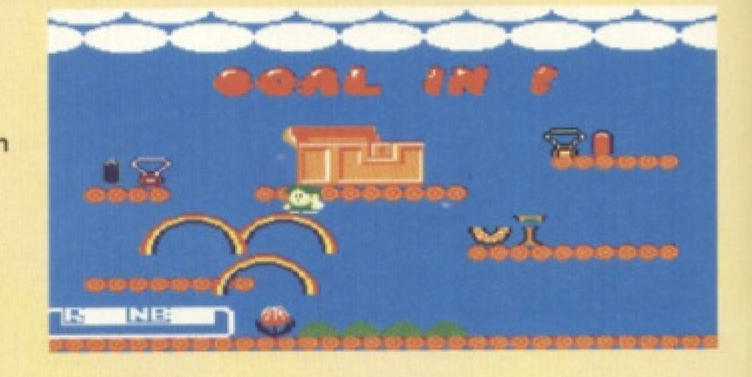
Bubby makes his way through the seven Rainbow Islands collecting food for points and destroying enemies for more points .



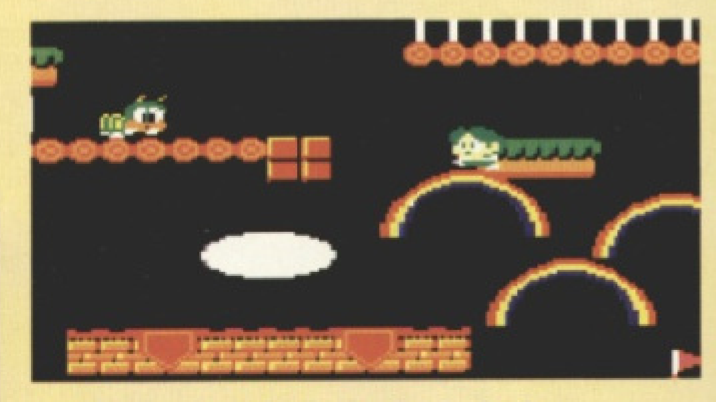
As Rad might tell you, having green hair makes life very miserable indeed. Some people just don't understand creative expression when they see it. Unfortunately for Bubby, the hero of Taito's new Rainbow Island's game, he was born with it — green hair that is. So this makes trips to places where his face is unfamiliar a tad difficult. None more so than in the Rainbow Islands, except for completely opposite reasons! Green hair is far too conservative for the Islands' crazy populous and so Bubby's current holiday to the place looks like turning into disaster, unless you help him out!

Blessed with the power of casting magical rainbows, an attribute that comes from being born with green hair, Bubby is fighting for his life in these Islands. Help Bubby struggle his way past the hoards of disapproving locals on seven mysterious islands, that make the Mardi Gras look like the House of Commons, take their booty and run! Taito's own conversion of their successful coin-op is slightly different from the original but the classic features are all still here: The platforms, the caterpillars; the vampires — the rainbows. So, get your Island hopping gear on and get to it!





▲ *Paint the whole world with a rainbow.*



▲ *Check out Bub's "curtain" hair-do.*

I CAN SLING A RAINBOW

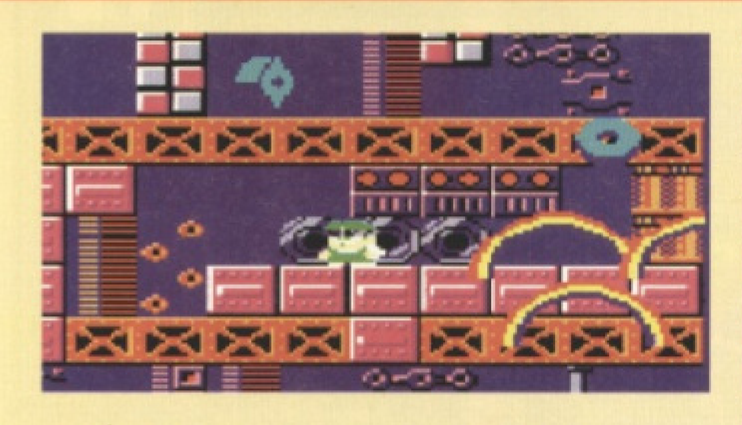
Bubby is such an inoffensive little character. When sorting through the choice of weapons for use against the enemies in this game, Bubby cast aside the Uzi and the Ghurka knives in favour of rainbows. This isn't such a bad choice though, for what they lack in intimidating properties they make up for with versatility, posing as temporary bridges as well as possessing the obvious destructive capabilities. Enemies are disposed of by either trapping them beneath falling arches, knocking them out from below or lobbing a rainbow directly at their heads.



BOW NDS



▲ *Grab, grab the goodies you fool! Or something...*



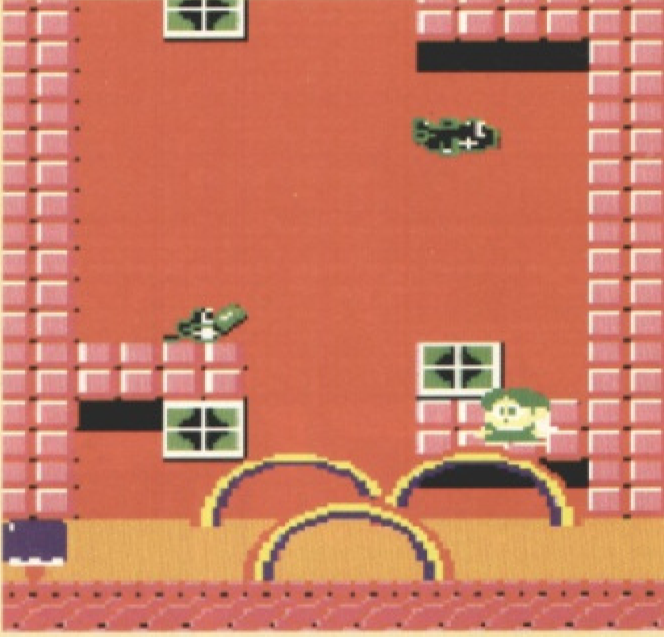
▲ *Bub's forehead disappears suddenly...*



▲ *Bub's beseiged by the evil worms of doom!*



▲ *FFGFGF JKUK NOFIG OPJOPMKLK OPK NBJHHBJBJ M M*



▲ *The cannons shoot off. Beware!*

GEMMY BUBBER

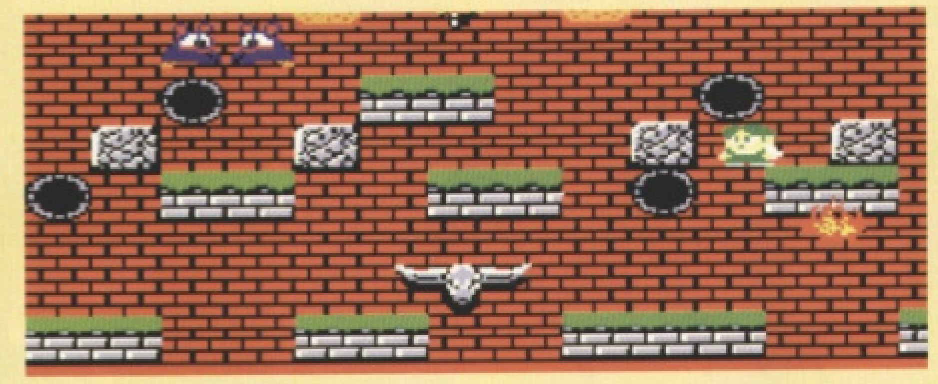
On the odd occasion a defeated enemy leaves behind a brightly coloured gem for Bubby's pleasure. They reflect, as you might expect, the colours of the rainbow and, when lined up in the correct order, their initials spell ROYGBIV which, incidentally, means nothing at all. For this reason Taito have made each gem represent a different letter of the word RAINBOW which, by definition, means 'arch of prismatic colours in the sky'. Upon collecting all the letters the word NICE appears above Bubby's head and, after defeating the end of level boss, Bubby meets up with a friend in a special bonus room. These bonus rooms have two chests from which Bubby may chose a prize or he has the option of a chat with his mate instead. The prizes are along the lines of permanent special items that improve Bubby's chances of survival. We suggest that you go for these because the conversations are pretty boring! However, in both situations Bubby is rewarded with one of seven huge gems. He needs to collect seven to successfully complete the game.

COMMENT



PAUL

While the Master System rendition of the game isn't an accurate conversion of the Rainbow Islands coin-op it still manages to retain all the features that make this game so great. The simplistic style of the graphics is quite deliberate and the main sprites contain much fluid animation and enough colour to make up for the lacking scenery. There are only three tunes that run throughout, which gets pretty annoying: The remixed version of the 'Over the Rainbow' theme tune really tests the nerves after about the tenth screen. Nevertheless, gameplay's where it's at and in this case there is nothing much wrong at all. My only problems with the game are that most of the bosses topple to only a few hits, posing no challenge at all and sometimes the collision detection is slightly dubious. However the rest is pure, classic platform fun and the strategy required in positioning the enemies for the correct coloured gems introduces a small puzzle element too. This is platform gaming laid bare, allowing the addition of many novel features that always keep things interesting. Five minutes and you're hooked, I guarantee.



COMMENT

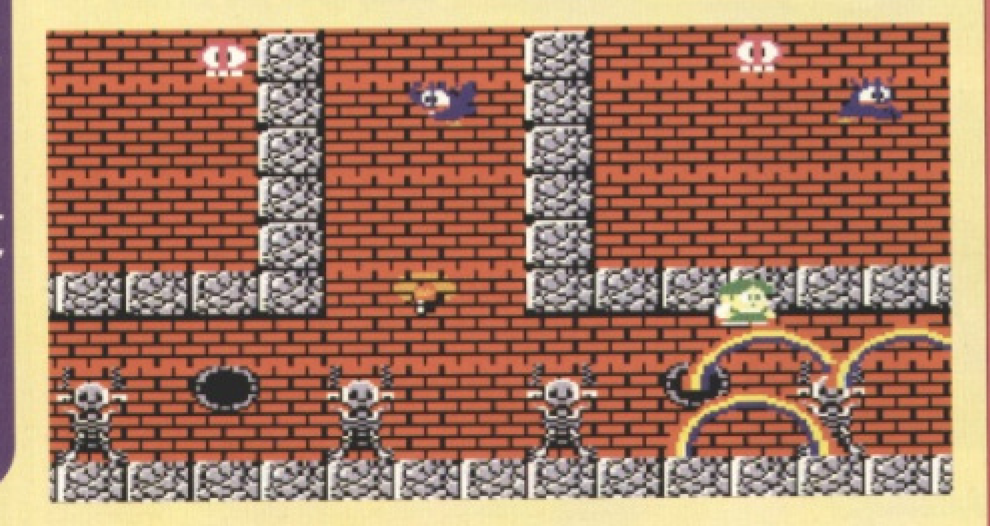


LUCY

Rainbow Islands was generally hailed as one of the best games on most home computers. Unfortunately, although this Master System conversion is excellent fun and extremely addictive, it doesn't quite reach the mark. The graphics are fairly clear and there's lots of variety both in backgrounds and gameplay but the sprites are quite small and there's a bit too much flicker involved for my liking. At first, I thought the difficulty setting was a little too easy but as you progress through the game it does get harder and harder and should present a challenge to the toughest gamers. To round up then, it's a jolly little game, accompanied by some pretty good sounds (for the Master System) and which will provide hours of entertainment for any platform freak.



▲ *A tight situation for the man known as Bubby...*



▼ *Beware the bats of doom, Bubby, beware!*

WOT NO GOLD?

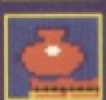
Wiping out a screen full of cutesy types reaps a variety of different awards. Most often it's food, food and more food. However the various baddies are also known for dropping more practical stuff on occasion. The three stock items available to Bubby that aid him in the game are as follows:



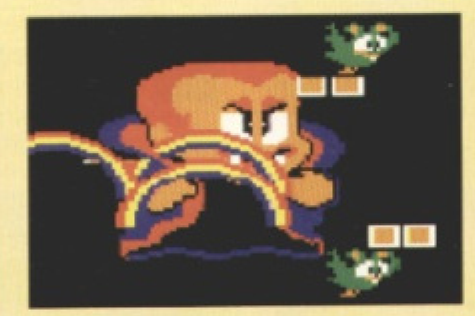
RED SHOES: These help him move faster and therefore enable speedy getaways, and helping keep his weight down after eating so much food.

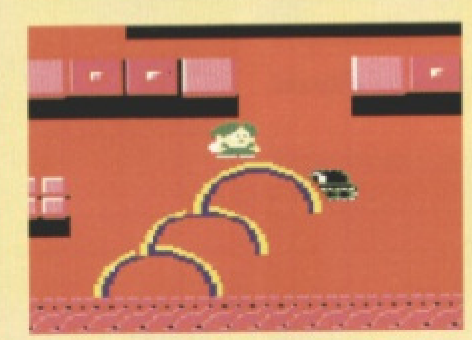


YELLOW POT: Pots of wonder, pots of fun.These speed up a rainbow's growth.

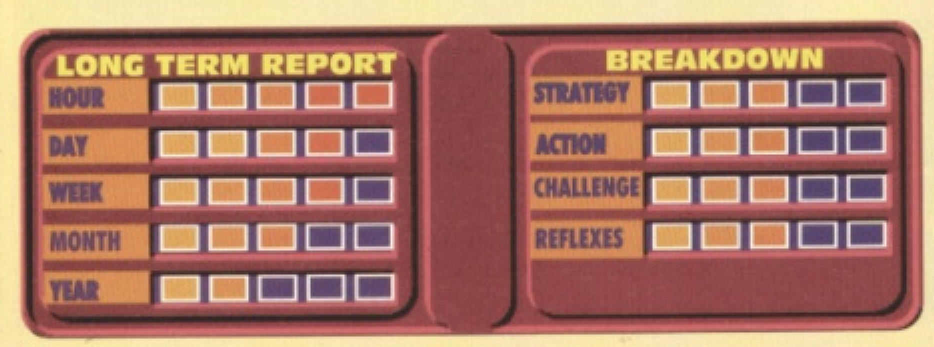


RED POT: To further Bubby's rainbow rolling prowess the red pots allow two rainbows for the price of one.









PRESENTATION 30

▲ Hopeless. The title screen consists of the Rainbow Islands logo and that's it! Even the intermission screen amounts to basic white text against a black background with only the gems adding any amount of colour.

GRAPHICS 86

▲ Bubby and his co-stars are animated well. Everything is so irresistibly and stylishly cute.
- Admittedly the backdrops are basic beyond belief — and lurid!!

SOUND 42

▼ The same three tunes repeated over and over again is unbearable after a short while.
▲ The limited repertoire is ably reproduced by the Master System — it's not completely awful!

PLAYABILITY 89

▲ Rainbow Islands gives as good as it gets. Skill is rewarded with huge bonuses but beginners also enjoy the game because of its immediate, easy-going appeal and ease of play.

LASTABILITY 79

▲ Seven levels consisting of five stages, each one is progressively harder than the last.
▼ The boss characters are far too easily defeated.

OVERALL 84

A brilliant conversion of the classic coin-op that retains most of its original features without sacrificing the time-honoured gameplay. One of the best coin-op conversions we've seen for the Master System in recent months.

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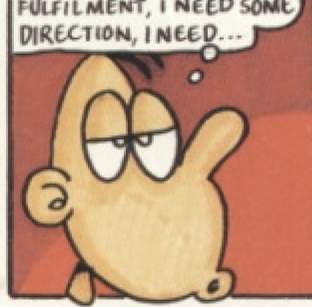
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NIGHT TRAP







PRICE £44.99

BY DIGITAL PICTURES

RELEASE OUT NOW

OPTIONS

CONTROL: JOY PAD
CONTINUES:NONE
SKILL LEVELS: 1
RESPONSIVENESS: OKAY
GAME DIFFICULTY:MEDIUM

1ST DAY SCORE

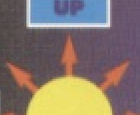
43 CAPTURED

ORIGIN

Never before seen on a video game system but does star Kimberly from Diff'rent Strokes (how the mighty have fallen)!

HOW TO CONTROL

MOVE UP



MOVE LEFT

MOVE RIGHT

MOVE DOWN

A Switches display to highlighted camera view.

B Triggers a trap.

C Changes the access code

S Displays the floorplan

HOW TO PLAY

Save the teenyboppers by tracking ghouls via security cameras and ensnaring them when they walk over the preset traps.

For most people life is a bummer — except for those sickening all-american girls with their shiny white teeth and permanent rose-coloured glasses. But for the five bimbos in Night Trap a serious kick up the butt is well on the way when a slumber party turns into their worst nightmare...

The five females in question were wetting their panties when they were invited to a slumber party at the estate of their new pal, Sarah Martin. However,on arrival at the sprawling mansion the general consensus of opinion was that Sarah's folks were "kinda weird" but since they disappeared shortly after the girls arrived, they decided not to worry about it — especially when there was Sarah's cousin, Tony, to drool over.

However, the Martins' home has been under observation by the SCAT (Sega Control Attack Team) since five other beauties disappeared without trace from that area. Had they checked out the wine cellar the mystery would have been solved since the Martins are in fact vampires with a penchant for bimbo blood — and now Sarah has brought some particularly tasty specimens home for tea!

SCAT agents have searched the house and found surveillance cameras and clever traps in eight sections of the house, all run through a control unit in the basement and are protected by an access code. The agents have secretly spliced an override cable into the system allowing you as the internal SCAT operative to hide yourself in the house and remotely control the camera and trap units.

Your mission is to protect the lovelies by trapping the horrific, blood-sucking Oggers — servants of the Martins — who are overrunning the house, and foil the Martins' evil plot by constantly surveying all the rooms and keeping your wits about you. Good luck, you'll need it!

NON-STOP ACTION!

NIGHT TRA

OVER 1½ HOURS OF REAL VIDEO



BEDROOM: Yet another trapdoor under the window next to the entrance to the bathroom and one of my faves — the cupboard moves out and pushes leeches onto the bed which in turn swings up and launches them into the wall.



KITCHEN: This trapdoor is in the floor next to the large dresser which drags the enemy down into oblivion then closes up again.

REVIEW

ROOM WITH A VIEW

Eight rooms in the Martin abode are fitted with security cameras for you to constantly survey and do away with the demonic forces — Hall One, Hall Two, Kitchen, Bedroom, Entryway, Driveway, Living Room and Bathroom. By pressing START and studying the floorplan of the house you soon learn which rooms lead onto others then if you should miss a vampire at some point you can always try again in another room. But some areas of the rooms – the grey areas — are not on camera so if the enemy manage to slip into one of these you've lost them







▲ *Eeerk! No escape from latex man!*



DIFFERENT DEATHS

All the traps have a built-in sensor which detects when something is within range. When the sensor bar moves into the red zone, immediately press B to capture the perpetrator. It's not possible to trap every single Ogger either because they don't go near a trap or they get wise when they see their mate wasted and purposely step round it. Each of the eight rooms has one or two traps, and to make things easier for you here's a list of where the traps are and what they do:

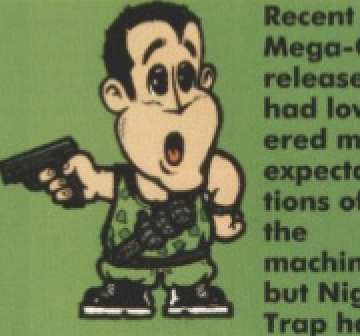


HALL ONE: This is quite an elaborate affair just inside the back door which, once triggered, opens up one wall while the wall opposite pushes the victim into the ensuing crevice.



LIVING ROOM: The first trap is another trap door just in front of the settee while the second is triggered by the book case which swings out and traps the enemy behind.

COMMENT



GUS

Recent Mega-CD releases had lowered my expectations of the machine, but Night Trap has proved to be a stunning surprise. The exquisite presentation of the game more than earns it the label 'interactive' movie, as it has the appearance of a proper film yet offers a lot of interactive opportunities. I love the brilliant 'teen horror flick' atmosphere, created by some suitably cheesy dialogue and corny plot. This is all deliberate, as the actual directing of the scenes is well-accomplished, making the scenario both easy to follow, and convincing to play. The most impressive aspect of the game, however, is the programming which tags the sequences together. I was blown away by the illusion the game creates of all the events happening at once, in lots of different places. For instance, you can watch the girls arrive in the driveway, or go to the kitchen and hear Sarah announce their arrival from the lobby, or even watch Sarah see them arriving from the front door! This is aided by lightning fast disc access. Cleverly, the game manages itself up to a climax that is confusing, exciting and challenging to deal with. Because the game follows a set pattern, it can be mapped quite quickly, but it's going to take a long time to trap every Ogger, and the game has some cunning ways of distracting you from vital events. This is a bit of a showpiece, rather than a serious game, but it's ace for parties, and people not normally turned on by video games will absolutely love it!

REVIEW

CHEERS!

It's a big thank you to Arcade Software for lending us this stonking game. You can give them a buzz on 081 201 0535.



COMMENT



LUCY

Night Trap is certainly revolutionary in the console world. It's just so different to anything I've ever seen before and gives me hope that the Mega-CD won't be as sad as some of the games I've seen so far would seem to indicate. It's not a game that will appeal to everyone — there seems to be a big divide in the office; some love it (like me) and others think it's pointless and boring. But the way there's so much going on in different rooms at the same time and the way there are so many different outcomes depending on how successful you are demonstrates some magical programming and certainly keeps you busy. It can be enormously frustrating, especially when you think you're getting the hang of the situation then your commanding officer throws you off the case for not catching enough of the vermin. The only way to combat this, unless you have a photographic memory, is to write down the best route. This is definitely one of the best Mega-CD games I've seen yet and the sort that will appeal to all — definitely worth a look.



ACCESS DENIED

When your mission begins, the access code that allows you to operate the traps, is set at blue. The cunning Martins can, and frequently do, change the code throughout the game to red, green, yellow, orange or purple. There's no warning that it's changing unless you happen to be eavesdropping on the Martins in the right place at the right time. Change the code pronto otherwise Access Denied flashes up, the traps won't open and you're up a certain creek without a certain paddle.



▲ *Sorry luv, it's yer stopcock...cowboy job etc..*



▲ *Oh wow, I just luurve your house!*



▲ *Schtang! Don't you open that trapdoor.*

BLOOD INTO WINE

To help you in your quest at the house of horror are a number of undercover SCAT agents, including the luscious Kelli (aka Kimberly from Diff'rent Strokes) posing as one of the brainless bints. These agents throughout the game provide diversions, give clues or get themselves captured. One agent in particular, who looks like CD's version of Rambo, dives into the house fully armed, crawls around a bit and promptly gets himself captured.by the bloodthirsty Oggers. The Ogger's method of capture is to surround the hapless victim, insert a drill into the neck and hang he or she upside down in a cupboard with yards of tubes sucking the life blood out and bottling it — yum yum!.

Big respect to the v. poor monster posse in the house, boyeee! ▶







ENTRY WAY: One of the traps is set off on the stairs and involves the whole staircase turning into a slide and swallowing any poor unfortunate at the bottom. There's also a trap door by the window.



BATHROOM: The wall next to the shower opens up and swings round to ensnare victims and there's another trap door a few feet away.



▲ *But I don't WANT to go on Suprise Suprise!*

▼ *Oooh baby do you know what that's worth?*

UNDER SURVEILLANCE

Your progress is constantly being checked by the Sega Control Attack Team (SCAT) HQ and if you let things get too out of control and the number of possible captives heavily outweighs the number actually nabbed (keeping the number of captured at roughly above half of the possibles seems a fairly safe ratio), or one of the bimbos gets captured or, heaven forbid, accidentally trapped by you, your commanding officer gives you a serious dressing down, contact is broken and you're thrown off the case presumably to end your days issuing parking tickets.







LONG TERM REPORT	
HOUR	■■■■■
DAY	■■■■■
WEEK	■■■■■
MONTH	■■□□□
YEAR	■■□□□

BREAKDOWN	
STRATEGY	■■■■□
ACTION	■■■■□
CHALLENGE	■■■□□
REFLEXES	■■■■■





HALL TWO: Quelle surprise, another trapdoor by the top of the stairs and a groovy glass enclosure which drops down by the bedroom entrance and appears to spray those trapped with some noxious substance.

DRIVEWAY: There's a great one on the roof which catapults nasties through the air and into nearby bushes while another on the roof just drags the perpetrator off to its doom.

PRESENTATION

93

▲The update between the rooms is really fast. The intro sequence is stunning
▼Listen to the intro for too long and it's game over because everything happens in real time.

GRAPHICS

92

▲Superb — the motion is smooth and works really well. The trap sequences are really imaginative.
▼It's not a full screen picture.

SOUND

94

▲Absolutely perfect quality speech — you can hear every word so there's no problem eavesdropping. The music also serves its purpose admirably.

PLAYABILITY

90

▲Extremely playable, easy to control and very addictive. It certainly demands your attention all the time.

LASTABILITY

81

▲There's a lot of action...
▼...But it's a very map-able game so the end won't be too long in coming. Having to listen to the same dialogue again and again is very tedious.

OVERALL

89

Definitely the most advanced and innovative Mega-CD game seen yet. It's not everybody's cup of tea but if you enjoy a challenge and have good reflexes it'll make a great party piece

REVIEW



1-4 PLAYERS

PRICE TBA

BY KONAMI

RELEASE TBA

OPTIONS

CONTROL: JOY PAD
CONTINUES: INFINITE
SKILL LEVELS: ONE
REPONSIVENESS: V.GOOD
GAME DIFFICULTY: EASY/ MEDIUM

1ST DAY SCORE

END OF LEVEL FIVE

ORIGIN

The creation of Steven Spielberg, Based upon Warner Bros Looney Tune characters.The Tiny Toons are presented as the next generation.

HOW TO CONTROL



- **A** Whistle for Buster's mates!
- **B** Slide attack.
- **C** Makes Buster jump.
- **S** Starts and pauses the game.

HOW TO PLAY

Guide Buster around treasure islands. Collect the carrots, discover secret rooms, battle the baddies and bosses and rescue Buster's mates.

TINY ADVE...

Whilst sweeping away the cobwebs from the Looniversity's dark, dank cellar Buster Bunny discovers a scrap of paper. Amazingly the sheet has scrawled upon it a treasure map — no doubt the same pesky treasure map cropping up in all such stories — and is swiped promptly from Buster's paws by the wicked, the dastardly Montana Max! Oh no! Inspired, Montana pays off a certain Dr Gene Splicer to transform Buster's friends into automatons by means of some dodgy, electrode-helmet technology and employs them as slaves, ordering them all to hunt that treasure down! The mad doc and his brainwashed lackeys follow the map's directions to a group of secret islands as a bewildered Buster watches Montana Max nick off with Buster's girly associates for less obvious reasons — Montana is only a young lad, after all.

Oh Calamity! Oh Dizzy Devil, Plucky Duck and Hamton Pig! Oh Babs and Fifi and Shirl the Loon! Only Buster can save you all! Taking place in the secret, treasure islands, Buster's quest for his partners' freedom leads him through perilous pastures, ghost ships and lava pits, not forgetting an ice level!

The islands are crawling with terrifying toon types — vicious snowmen and the like — yet help is at hand from the other toons that have escaped the Montana Max treatment. One person with a useful pair of hands is all that Buster asks of you to help in make it through and so, with a flick of his ears and a hearty: 'Why I oughta!', Buster awaits your command.



"Spoilt my happy day now. Can't play."

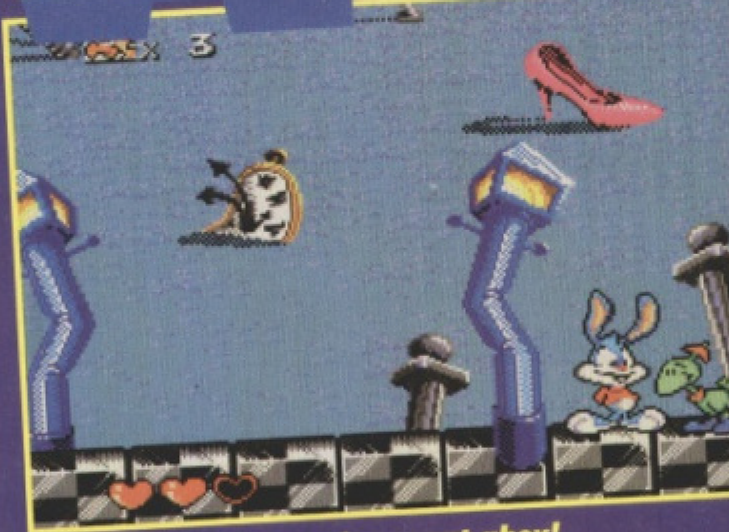
SUPER FLY GUYS

When the crazy, cartoon action gets too hectic for Buster he whistles for the help of a friend. Everything stops while one of his mates flies or dashes across the scenery, depending on their character, as Buster observes the ensuing catastrophe with glee. By far the cutest of them all is the tiny blue mouse that floats in beneath a bunch of balloons and sneezes itself off the play area! Falling anvil gags and speedy upheavals are the other types of service offered by Buster's brave buddies, and all for the bargain price of 50 carrots.





Dali-esque trip environment ahoy!



Inter-Cartoon Breakdance Finals 1993










Y TOON ENTURES

BUSTER 'BILITY

Rabbits are renowned for their, shall we say, 'verve'. As young Buster is yet clueless regarding the reason behind his boundless energy, he wears it all off by running about at great speed and springing off walls for some death defying leaps. In tight situations Buster may crawl along the ground, he is also able to use his ears as handles when sliding down ropes. Buster even stands still in an enthusiastic kind of way. Consequently Buster gets bored very easily. Leave him standing for too long and he pretends that he's fallen asleep — of all the cheek!





▲ Come to Wonder Land! Water slides and fun rides!



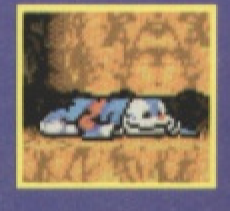
▲ A baby Road Runner displays his patent "Vindaloo Jets".












COMMENT



PAUL

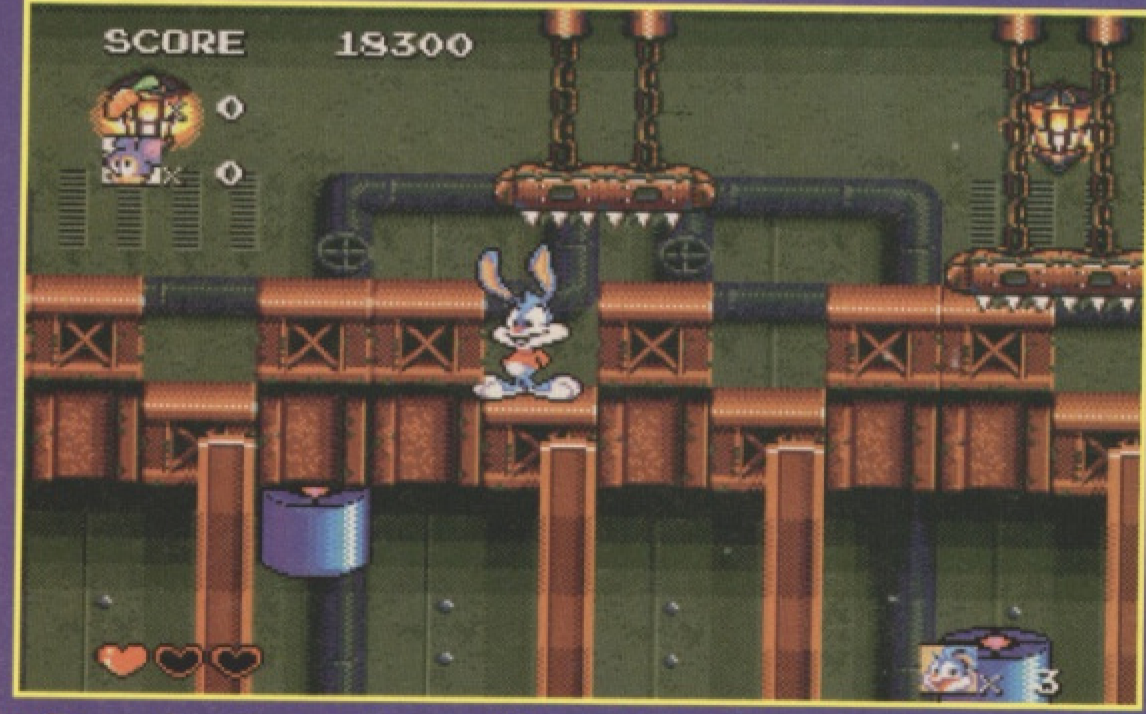
I cannot stress enough just how stunning this game is! There are so many aspects worthy of mention that there simply isn't enough room for my rambling here. The most obvious point of note is how Konami have managed to make the Megadrive's sound chip truly sing with each of the superb, swinging tunes in the game. Quite often the Megadrive suffers from sounds that are a bit rough around the edges, however the effects and melodies in Tiny Toon Adventures are very smooth and crystal clear. In fact it's worth it just to sit and listen through the sound test, the tunes are that good! Experienced platform addicts shouldn't expect the most incredible level of challenge from this cart, however this factor is balanced by the many secrets and bonus levels hidden throughout the game. Even then the islands are quite large and certainly worth playing through over and over again, if only to witness the superb animation and startling scenery in some of the levels. Grass wavers in the breeze, snow-capped trees are seen as shadows behind sheets of crystal. It's amazing! Yes, it's another platform game but its one of the finest available for the Megadrive with only the magic of Mickey Mouse's first game to rival it for pure taste value. If there is a fault then I suppose that the slide attack available to Buster hardly features, if at all — but that's it. Just like the cartoons on which it is based, Tiny Toon Adventures is fast paced, hilarious and impeccably presented. A real showcase piece of Megadrive software beyond a doubt.

GO WHERE THE DODO DO

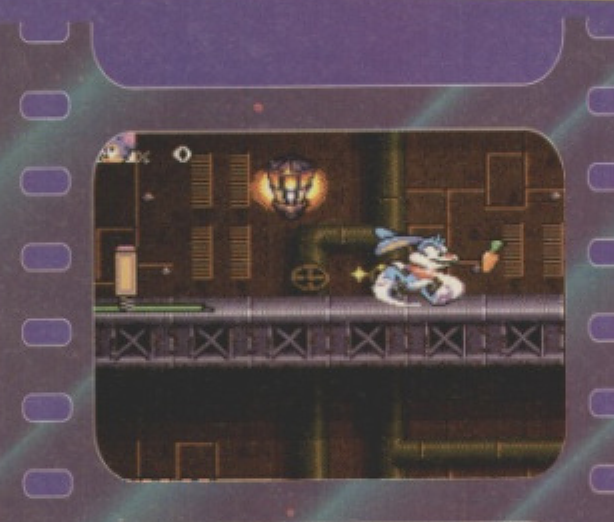


Since Buster is without the treasure map, finding his way about the islands is somewhat difficult. Thank the artist — the closest being toons have to a god — for Gogo Dodo, then! Gogo has the rather unsettling habit of disappearing then reappearing all over the place, although this tendency does have its advantages. Knowing his way around for one. Gogo awaits Buster at the end of each stage in the game to point Buster in the right direction. In fact Gogo is known to crop up in more than one location in each level, so keep an ear out for him.



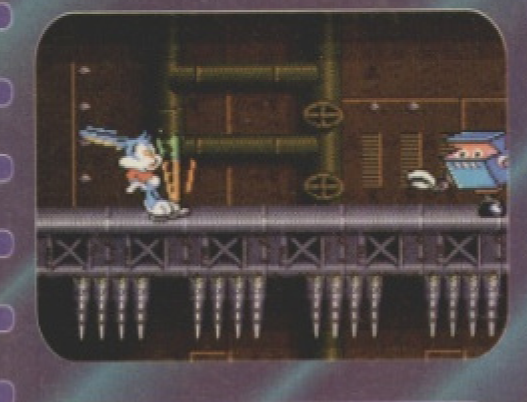


▲ ***Can you hear the sound of a million caption writers crying in frustration?***





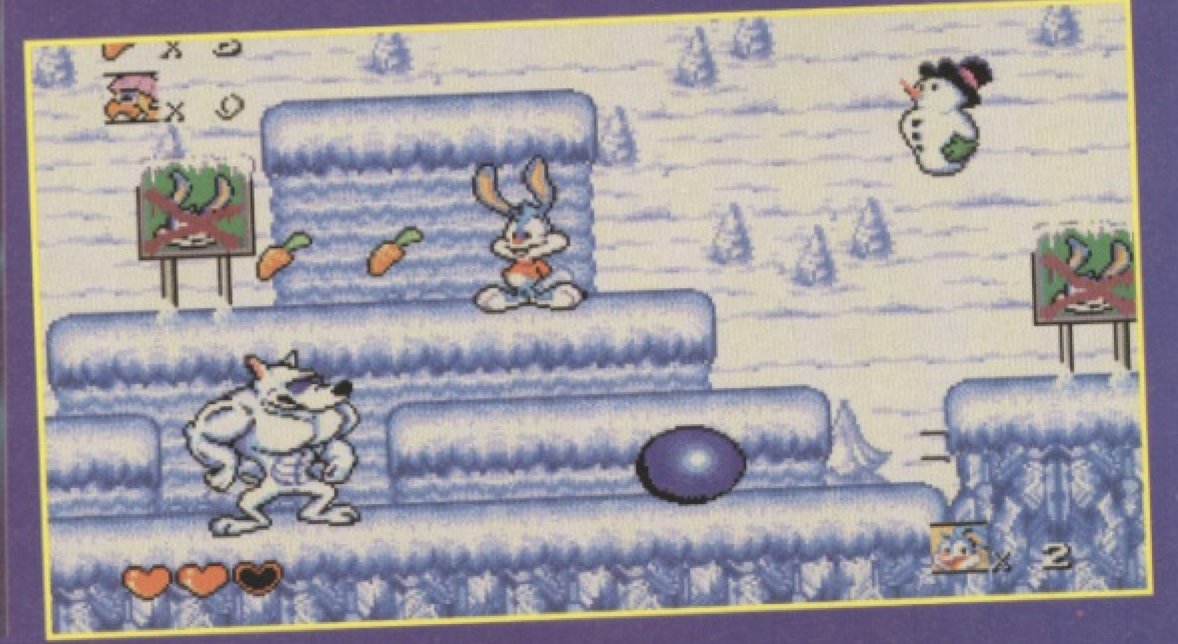




COME HARE, OVER THE RAINBOW

Actually, it's through the rainbow. Wackland, that is. For the uninitiated, and we sincerely hope that includes everybody except the idiotic Thomas Guise, Wackland is the place where Gogo Dodo hails from. It is, as you might expect, completely weird! For this is the place where all the dead shoes are laid to rest, broken clocks bide their time out of time and where screwy, screws screw around. Find the Tiny Toons' rainbow and Wackland is open for Buster's pleasure, offering bonus carrots a plenty, meaning extra help from friends.





▲ My, here's a hare-y situation! Tee ho ha. Zzzz.

POPPERS

Floating about the treasure islands are bubbles that contain the kind of stuff that makes Buster's travels so much easier.



HEARTS:
Replace one heart of Buster's vitality.

BELLS:
Extend Busters life-line by one heart.

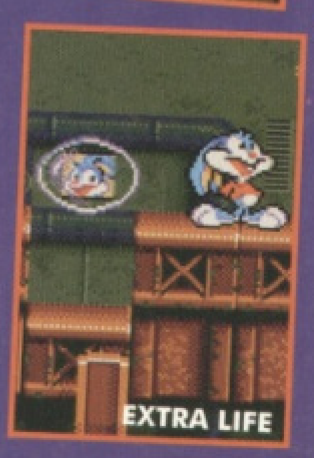
ITEM:
Buster gets the assistance of a mate for nothing.

EXTRA LIFE:
An extra life, no less.

HEARTS

BELLS







▲ Oh look - that poor wolf is too old for the bouncy castle.

LONG TERM REPORT	
HOUR	■■■■■
DAY	■■■■■
WEEK	■■■■■
MONTH	■■■□□
YEAR	■■□□□

BREAKDOWN	
STRATEGY	■■□□□
ACTION	■■■■□
CHALLENGE	■■■□□
REFLEXES	■■■□□

GAGGING FOR IT

In the unlikely event of the game becoming too dull for your liking, Konami have lumbered Buster with a few well placed, practical jokes in the proceedings. Step on a set of false choppers and Buster is sent screaming into the air! On another occasion Buster is bounced into a cannon and shot up into the stratosphere. Watch out for the tin cans too, unless you enjoy watching poor young Buster fall flat on his face. Of course, no collection of visual gags is complete unless it contains the old 'standing on a rake and get smacked in the teeth' gag — so there's plenty of them.



COMMENT



RICH

I was stunned by Konami's Super NES Tiny Toons game, and I'm pleased to see that the Megadrive version (although a different game) is of a similarly exceptional quality. Paul's right about the sound — it's amazing! The tunes capture the fun and zest of the cartoon characters perfectly, and the sound effects match the game perfectly! Gameplay-wise, Tiny Toons bears a resemblance to the Nintendo Mario series, with its world map and variety of secret levels. I can't stress just how superb the game is to play. Konami have got the control mode just right — there's no screaming at the console because the game's unresponsive or anything, it's perfect! There's loads in the game too — the world map is vast and there are many devious levels to conquer. Tiny Toon Adventures had me glued to the Megadrive for ages! I'm really glad that Konami have brought their quality wares to the Megadrive. If this is one of their first attempts, I can't wait to see what other games they've got lined up for us.

PRESENTATION 93

▲ Konami couldn't fit another scrap of presentation into here, there's just no more room. It's high class presentation from end to end and all places in between.

GRAPHICS 95

▲ Again, superb — but more so! The Megadrive's graphics glow under Konami's expertise, leaving a trail of wonder and amazement all the way to the end.

SOUND 95

▲ Tiny Toon Adventures embodies some the best sounds ever heard from the Megadrive. The music is absolutely outstanding and the spot effects are perfect.

PLAYABILITY 91

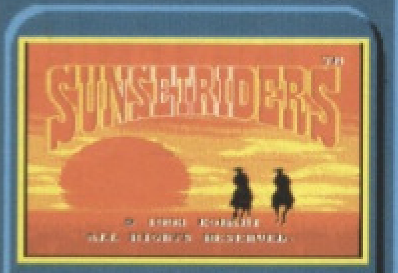
▲ Instantly addictive, the control over Buster is a joy. This is grinning material of the highest order.
▼ Its just a shame that Buster's moves aren't exploited to the full.

LASTABILITY 84

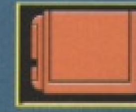
▲ The game offers much long lasting appeal due to the sheer quality.
▼ Limitless continues and passwords assure completion should you take advantage of them.

OVERALL 92

One of the best examples of the platform game on the Megadrive and certainly the finest example of the machine's abilities. Tiny Toons cannot fail to please!









PRICE	£39.99
BY	KONAMI
RELEASE	OUT NOW

OPTIONS

CONTROL: JOY PAD
CONTINUES: 5
SKILL LEVELS: 3
RESPONSIVENESS: PATCHY
GAME DIFFICULTY:EASY

1ST DAY SCORE

200,000

ORIGIN

Sunset Riders was one of Konami's own coin-ops of 1991. In many ways it resembles the Probotector games. Contra in spurs, no less.

HOW TO CONTROL



A Shoot 1 (player cannot move)

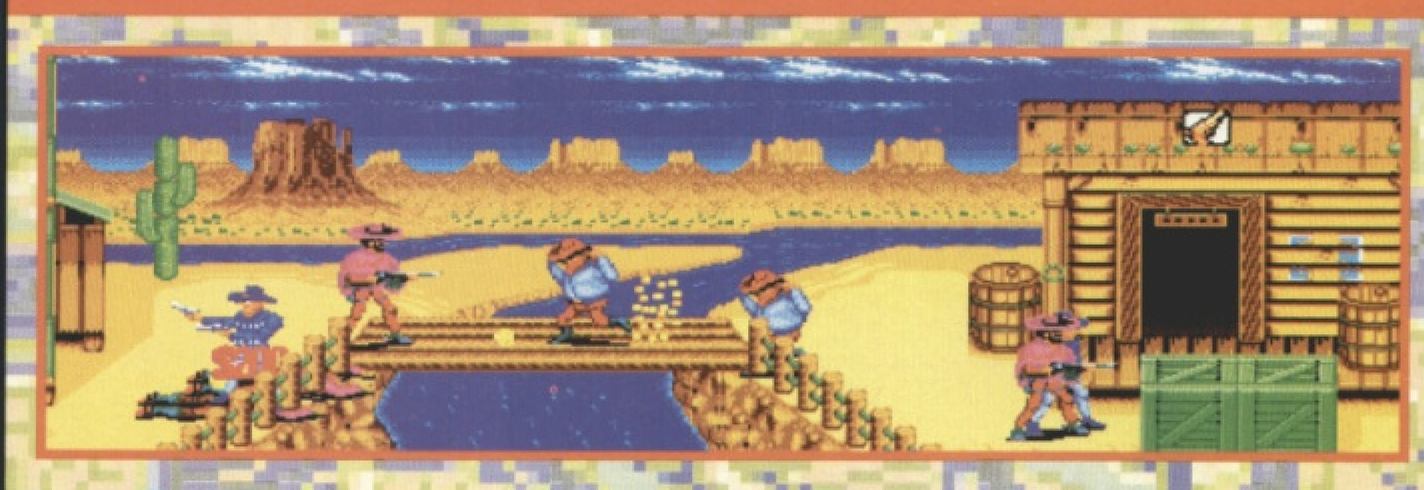
B Shoot 2 (player can move)

C Jump/Slide

S BUTTON: Pause

HOW TO PLAY

Move from left to right, shooting the outlaws and collecting bag bonuses. At the end of each of four levels awaits an outlaw. On the bonus round catch the coins.



SUNSET RIDERS

Billy and Cormano were an okay team. It was true that Billy objected to Cormano's over indulgence in the barbecue beans — especially when they had to share a bivouac — and his under indulgence in washing. For his part, Cormano thought that Billy was an alright gringo, despite his obsession with buying new spurs, and the fact he always asked him to put ointment on his saddle sores. But, all in all they were pretty tight (oo-er — Rich).

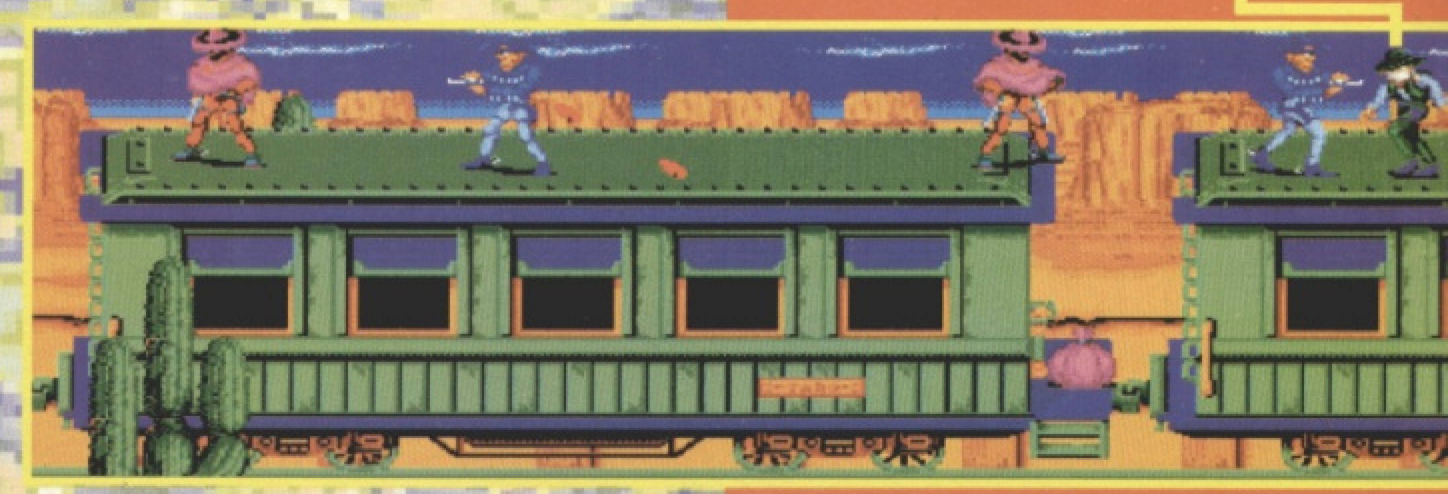
And as they rode into Brushville County, they realised they might have to cash in that friendship for some rough times. There was plenty trouble around this joint, more than the normal saloon brawls and cattle rustling. Some seriously wanted men had rode in and were demanding high 'tributes' from the townsfolk. Billy and Cormano thought they might just put them in their place, knowing there was some English toff behind the whole set-up. Time to pay Sir Richard Rose a courtesy call. So lock up your southern ladies, it's the Sunset Riders!

EXPRESS

Possibly the last train for you, unless you deal with the many 'conditions of carriage', like the following:

SPARS
Not spurs! These straddle the lines and easily knock your block off unless you take evasive action. Jump or duck them, you are given a couple of seconds warning by a passing post.

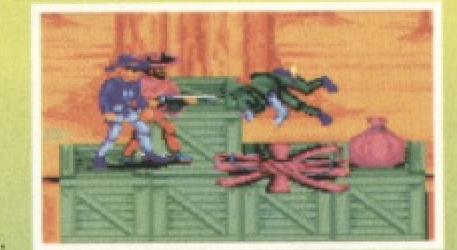
FREE LOADERS
Some cheap hoodlums are riding on the freight. Watch out for them coming up from behind the logs.



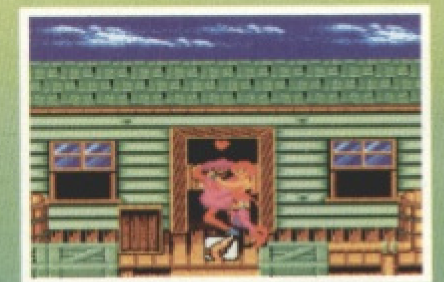
ONE HORSE TOWN

Cormano and Billy ride into the main street, and straight into trouble. Buildings line the level, and the heroes have the ability to leap from ground to first floor level vantage points. Watch out for snipers and these features:

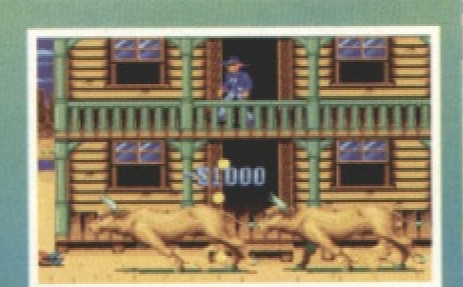
BARRELS
Some of your enemies are crouching under barrels. Shoot them and they'll fall on their heads.



SALOON
Pop into one of the bars, and emerge with a senorita and a bonus. A quick kiss and you're off again, heartbreaker.



STAMPEDE
The cows are comin' home! Jump on their backs, or if you're daring slide under them. It really doesn't matter.



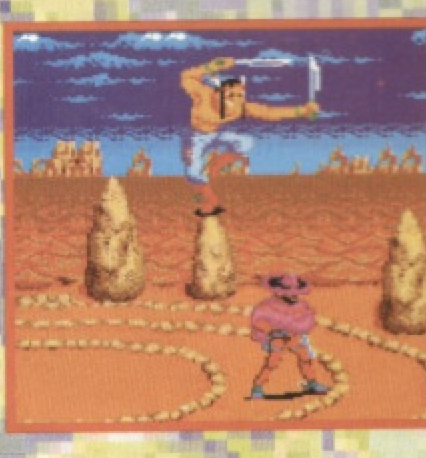
GRAVE RESERVATIONS

Your Indian adventure is certainly hot and spicy. Both levels take place in the mountains. Will you be the last scalp of the Mohicans?

EAT-AN, 'ARROW
There are two types of bow-men. The first shoot normal arrows, the others have flaming tips that flame on after they land. Both, funnily enough, are deadly.



HERE'S YOUR HOIST...
When you come to the edge of the great plain, the wooden hoist is ready to take you down to the burial graveyard, for a quick round of 'It's Your Funeral'.



WATER MARGIN
The gal is help-less beyond the waterfall, as you take to the collapsing bridge. Get your galoshes on and wade the rest of the distance.



YOURSELF





COMMENT



PAUL

I can't bring myself to like Sunset Rides at all! Ever since the first moment I clapped my eyes and unfortunate ears on its many anti-features I have avoided it like the garbage it is. Besides looking and sounding aweful the gameplay is a dull and a pretty pointless state of affairs, its just shooting and more shooting in some of the most uninspiring situations I've ever seen. It's far too easy, especially when there's only four short levels in the offering! Good grief. For as long as it lasts the game is as playable as it deserves, the vigilantes walk where you want them to, fire when they're supposed to and earn themselves lots of points, but who cares? I don't! Especially when the game shares the same atmosphere as a room full of stale farts.
Before I knew it the game was completed and I'd had enough of 'Oops, there goes another Injun' and 'Whoa, hey — mind those cow-boys'..... Perhaps Westerns are your pot of baked beans and anything remotely relat-ed to the subject gets you all hot around the chaps, but even then there's precious lit-tle here to satisfy anyone. Yeehah? Eeyore is, sadly, closer to the truth.

▼ *Cowboys in pink capes? Surely that was not how the west was won!*



REVIEW

COMMENT



GUS

I'd really been waiting for these first Konami products, since they're the King of Nintendo at the moment, and I'm pretty impressed with this in the event. Sunset Riders was never a brilliant coin-op to convert, but it's quite a lark on the Megadrive. The graphics are great, well coloured and with some neat animation. each of the levels has lots of little features, and things to aim for. The two-player mode is especially good, as the feeling of working together is there, and the duel option is a superb addition that gives more lasting interest than the main game. That's because it's too easy, unfortunately. With only four levels you'll have this licked in days. The other main gripe concerns the control. Too often I found myself sliding instead of jumping, or just not ducking. Firing is fine, but the movement control often lets you down. These two downers are unfortunate, since the game itself is highly enjoyable and action-packed, for what it has. A quality debut from Konami, but maybe not a rush-out-and-buy sort of a game.

ONE/TWO PLAYER

Sunset Riders is quite a two-player blast for two reasons: Firstly you can take on the outlaws together, using a common bank of continues. Secondly is an entirely new duel option which pits the Billy and Cormano against each other in a 'friendly' fire fight.



BONUS BAG

Yes, that old fave, 'Quick guide to the bonuses' either hurled out of the wagon, or held in the enemies bonus bags.

COIN
A big coin is worth $2000, a small one £200



GUN
Another gun, if you have a hand free to use it.



BULLET
Bite this! Even more rapid firing virtuosity.



STAR
Pick it up for free entry into the wagon bonus game.



DYNAMITE
Aaaiiiieee! Get well clear of this, or pick it up and toss it at the no-goods.



I BEG YOUR PARDON

The final level winds through some beautiful country, before you knock on Sir Richard's back door, after a trip through his rose garden:

GONE TO THE DOGS
No point of bribing these with mince morsels, as they're not very (pedigree) chummy. Just pull that trigger and say 'down Shep'.

COMING UP ROSES
Take a trip through the arboreal beauty, but someone has placed statues in the path. Once you've grappled with the Venus di Milo, you'll have to come to grips with Michelangelo's David(?)

WAGON WHEEZE

Pssst, wanna collect some coins and extra lives. Honest, they fell off the back of a wagon. You get to collect them by riding Champion behind the vehicle, waiting for the dame to throw them out the back.



LONG TERM REPORT

HOUR	■■■■■
DAY	■■■■■
WEEK	■■■□□
MONTH	■□□□□
YEAR	■□□□□

BREAKDOWN

STRATEGY	□□□□□
ACTION	■■■■□
CHALLENGE	■■□□□
REFLEXES	■■■□□

PRESENTATION



89

▲Excellent two-player option. Nice title and attract screens, and enough options for this type of game.

GRAPHICS

82

▲Neat sprites, and a good range of animation. Good backdrop ideas.
▼Not so a great variety of styles between levels, and some areas, like the Indian mountain look quite bland.

SOUND

76

▲Jaunty soundtrack and arcade shooty effects, keep the action bouncing along.
▼The composer couldn't quite decide between Morricone or Kylie, and some of the samples are muffled.

PLAYABILITY

87

▲Addictive from the first shot, with loads of enemies appearing and different things to do on each level.
▼The gameplay is not too taxing. Some more ideas would have been welcome.

LASTABILITY

80

▲The duel option is really ace, and the harder difficulties should draw you back from time to time.
▼You will have seen all the game has to offer within the week.

OVERALL

84

A surprisingly good blast out of a lacklustre coin-op, which should merit an inspection at least. Bodes well for future Konami games.

REVIEW

RENEGA





1-4 PLAYERS



PRICE	TBA
BY	SEGA
RELEASE	TBA

OPTIONS

CONTROL: JOY PAD
CONTINUES: 0
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY: EASY

1ST DAY SCORE

66193

ORIGIN

Renegade is an ageing coin-op that featured some of the most explicit violence ever witnessed on a video screen.

HOW TO CONTROL

MOVE UP
MOVE LEFT
MOVE RIGHT
MOVE DOWN



1 Attack to the left.

2 Attack to the right.

HOW TO PLAY

Beat the living pixels out of hordes of unsavoury gangland sprites across a variety of environments.

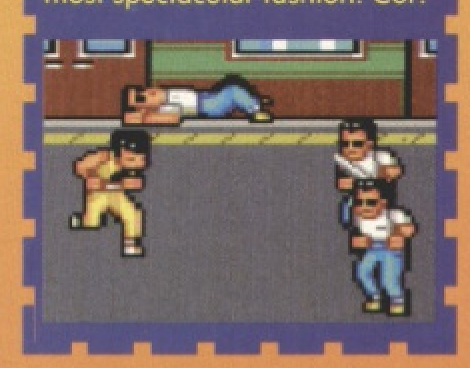
Sometimes standing up and fighting for what you believe in is seen as a virtue, not a flaw in character. Don't take things lying down, when you can stand up and take things into your own hands, giving the world something it richly deserves! Know your enemy! Take the power back! Justice for all! However, in this age where turning the other cheek is for pussies, yet a sound knowledge of some ace fighting moves is regarded as cool for cats, the situation is a mite confusing. Renegade, the latest beat 'em up for the Master System, aims to educate us in the benefits of this method of thought. The scenario states that, once again, the pavements are crawling with all the wrong kinds of people, therefore requiring a fine upstanding person like yourself for a spot of urban pacification — vigilante style!

Most of the action takes place on the city streets but there are those who prefer to take the battle indoors, crashing through the corridors and letting loose in the living rooms of N E Ville's notorious drug barons, pimps, mass-murderers, gang leaders — you know the type of thing. Renegade, the coin-op, is notorious for its violent scenes of skull-splitting action and, shall we say, expressive portrayal of unarmed combat. Most notably though is Renegade's less discriminating attitude to the whole beat 'em up scene, man. It's a no-holds-barred, dirty-move central, fist fest without a doubt. So, with cotton swabs and TCP at the ready, we present the Master System version of this depravity to you, oh gentle readers.



BLINKING FLIP

Too much excitement makes this particular renegade go completely crazy! Battling away for long periods of time seriously affects his metabolism and, as a result our renegade boy flashes and becomes immensely powerful. Foes that usually require a succession of punches and kicks to the head fall to a single punch or kick and, what's more, are sent whizzing off the screen in a most spectacular fashion. Cor!





THE KILLING FLOOR

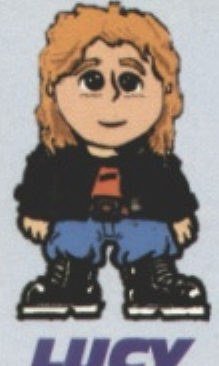


Never hit a man when he's down! Not as a rule, anyway. However Renegade makes this cowardly act possible, if not necessary, and it's not just the men who suffer but women too! Once an opponent is left sprawling on terra-firma, trying to recover his or her senses, this is a good time for your character to get on top and give them a good seeing to. Such gratuitous violence is not recommended for practice at home, except where door-to-door salesmen are concerned; in which case, by common belief, it's all right.

ONE/TWO-PLAYER

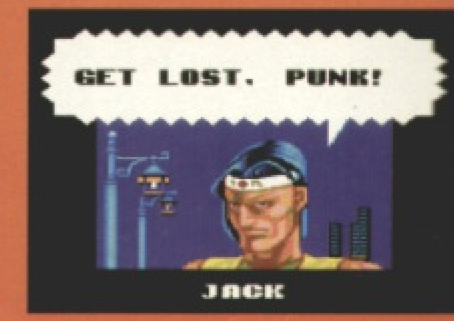
Renegade is a one or two-player game. The two-player option is alternating, not simultaneous, alackaday.

COMMENT



LUCY

Renegade is the sort of game which when first switched on makes you think you're in for a good ride (metaphorically speaking of course). But after a few minutes you realise that although it looks quite pretty graphically, that's about it. All the baddies on the individual levels are identical and can all be dispatched with in the same way — the flying kick. You can punch them, chuck them, knee them in the groin or bash them while they're down if you so wish, but what's the point when the flying kick is the only one that really works to any great effect? Naturally these factors all add up to a short, sharp trip to Dullsville. The motorcycle scene is a refreshing change but not enough to rescue this game from mediocrity. Renegade was an absolute winner on other 8-BIT machines in the long distant past and basically, this is where this Master System game looks like it belongs — in the past. If you're an absolute beat 'em up junkie this might appeal for a while since the difficulty setting is fairly challenging but otherwise I'd let it alone.



...ADE



HOG HIJACK



Stage two takes place in the docks of a shady warehouse. The hero of the game is attacked by the usual group of knife-wielding nibblers and bare-knuckle bruisers but things suddenly get worse in rapid, two-wheeled style as a gang of bikers attack our hero. Plentiful flying kicks are essential for self-preservation here and the ability to sustain such attacks is rewarded when our hero takes off on one of his assailants' bikes, taking the action to the open road and battles of balance with several bloodthirsty bikers.

COMMENT

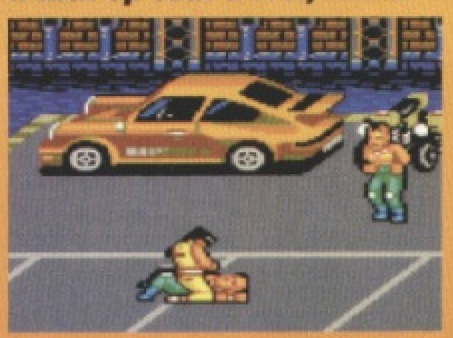


Renegade is striking when you consider the amount of moves on offer. Smacking the opposition when they're flat on their backs is very satisfying, as is chucking them about the screen and pulling them close in for the odd knee-bashing to the guts! Certainly this game has much of the ingredients necessary for a successful beat 'em up. Okay, so the graphics are basic looking and the music flat but I thought the gameplay held much promise. The motor-bike section doesn't feature in the original coin-op and so is a pleasant surprise, I hoped similar features might crop up later in the game but there were none, just more standard beat-em-up fare to stifle and deprave. Soon I realised that Renegade also fails because it is only necessary to use one manoeuvre, namely the flying kick, repeatedly in every situation. It all becomes boring very quickly, causing any challenge the game had on offer to fade into insignificance as foe after hapless foe falls to the renegade's flying feet. The only factor that adds any kind of urgency to these situations is the time limit, forcing the player to get stuck in rather than dodder about taking too much time. Consequently the defeat of every baddie that happens along is met with a shallow, seen-it-all-before feeling and Renegade is ultimately a big let down.

▲ *If you don't unclamp my car I'll kick up such a fuss, mate!*



▲ *Get a whiff of this you great ugly brute you!*

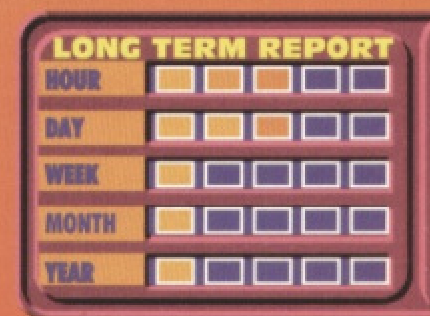


▲ *I want to eat your liver! Lie still while I remove it will you!*

I....CAN'T....BREATHE....!



When it comes to battling with the bosses bear in mind they like a good throttle! At least, they enjoy choking the life out of the odd renegade that happens along. With this in mind, keep an eye out for when any bosses kneel — this signifies an imminent throttling session.



PRESENTATION 73

▲ An arcade style attract sequence raises the eyebrows.
▼ Then you realise that it is 'Renegade' for the Master System and immediately switch off.

GRAPHICS 78

▲ The main sprite features a lot of animation to accommodate his wide range of moves. The motor-bike section is especially impressive.
▼ Sadly there is nothing else worthy of note.

SOUND 76

▲ The sort of thing you might expect from a beat 'em-up game. Not all that bad.
▼ Then again, Sega could and should have tried harder.

PLAYABILITY 62

▲ Enjoyable at first, with plenty of moves to exploit and lots of enemies to beat. Ragh!
▼ Once the flying kick is mastered, after about two seconds, Renegade plummets into dull city.

LASTABILITY 44

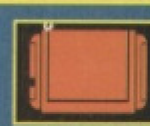
▼ The game itself is quite small and the tedious nature of the repetitive moves assures that Renegade meets with an early death.

OVERALL 51

Although there are many moves available to the main character and there's a surprise in store for those expecting a straight forward coin-op conversion, Renegade is a yawn-inducing disappointment due to the undemanding nature of the gameplay.









PRICE £39.99

BY EA

RELEASE APRIL

OPTIONS

CONTROL: JOY PAD
CONTINUES:PASSWORD
SKILL LEVELS: 6 TEAM STRENGTHS
RESPONSIVENESS: GOOD
GAME DIFFICULTY:MEDIUM

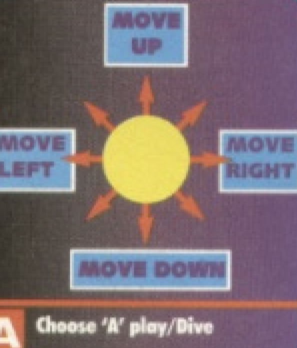
1ST DAY SCORE

Beat Sixty Whiners.

ORIGIN

Mutant League is a new presentation of American Football, using aspects of the previous John Madden's games by EA.

HOW TO CONTROL



A Choose 'A' play/Dive

B Choose 'B' play/Fight

C Choose 'C' play/Jump

S Pause

HOW TO PLAY

Carry the ball from your end to the opponent's back area. Use running, passing or kick plays to move it 10 yards within four attempts.Oh, and hurt 'em.

MUTANT LEAGUE FOOTBALL

There are now three, not two things that may always be relied upon: death, taxes, and a new American Football game from EA. But this ain't John Madden's — forget your NFLs, FBIs and KLFs. This is futuresport American Football, a sort of cyberpunk playoff of the most grotesque teams in the spooniverse.

The conferences span galaxies, and the games are played on the most bizarre surfaces. Future eras also take a more liberal attitude towards the rules of the game, which is violent enough already.
However, how would a present day QB react to a Semtex laden football? He'd go to pieces most probably. But such is an everyday occurrence is the stadia of the Mutant Leaguers.



▲ A game of Mutant League Football yesterday.

◀ Some bits of dismembered corpse yesterday.



DOWN BOYS

Making allowances for complete novices, here is a quick tour of the game 'American Football':

GOALS

There are two types of goals: touchdowns or field goals. A touchdown is achieved when the an offence player, in possession crosses the backline of the defence's half. A fieldgoal is scored when the ball passes between the posts behind the defence's half. Touchdowns score six, field goals score three.



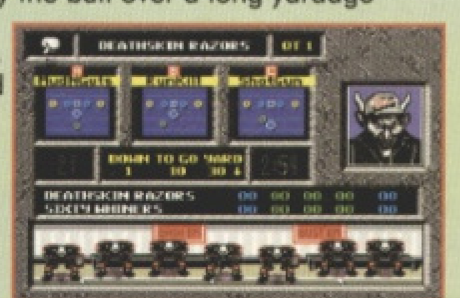
▲ And they think it's all over.

PLAYS

To achieve movement, the possessors execute three types of play: running, passing or kicking. A running play is simply that, a dash with the ball for as long as possible. A passing play involves switching the ball carrier to break the defence. Lastly kicks are used to score goals or punt the ball right down the park in a final down. You, as coach, pick the plays from your formations...

FORMATIONS

The tactics screen shows all the formations available. Each formation sets up the team for a number of plays, all following the same theme. For example 'Shotgun' formation accesses a number of plays which aim to carry the ball over a long yardage quickly. 'Impact' formation readies the team for head on assaults to make yardage by pure force. There specialised are defensive formations too, to .match the offense's tactics



AUDIBLE

Before the play begins, with the 'snap', your Quarter Back has the option to change tactics with an audible. This is a shout that alerts the players to the new play. An audible can change the play, or make the players do a 'nasty'. The three nasties are: placing a bomb in the ball; giving the runner a burst of super speed; and killing the ref! It's sometimes necessary to kill the ref. if the other team has successfully bribed him.





Some mutants blending into each other and the background yesterday.

COMMENT

GUS

This is my entry to American Football, so I have to be careful at making comparisons. This certainly looks different to John Madden's, but see past the cosmetics of the mutant theme, and the similarity of presentation is striking. Confirmed by Rich, I noticed many of the plays were much the same as JM, and the emphasis on stats is maintained here. So really the new features don't really make it that different to be worth getting, unless the oddball style really appeals. As a game in its own right, I confess to being a mite frustrated. The computer controlled players don't seem to follow your play strategies as much as you would like, and this confusion is exacerbated with the crowded display. Passing, also, is very difficult, making audacious plays to long receivers very dodgy. So the game turns into a series of stodgy turnovers. Despite these frustrations, there's plenty of game there to explore, and tactics to learn. I don't think the new scenario is good enough to raise it above Madden's.

GUE
LL



And it is now!

YARDS

Each team in possession has four attempts, or 'downs' to move up the field with the ball. A down ends when the player is stopped or drops the ball. The position is marked by the linesman. If the ball hasn't moved ten yards forward in these four downs, possession switches to the opponent. If the total movement or 'yardage' is greater than ten yards, play reverts to a first down.



REVIEW

COMMENT



I really like Mutant League Football — I think the presentation and graphics are smart and it plays really well. The concept of having so many different alien races and surfaces gives the game plenty of variety — something I like to see in games. Mutant League Football does have its faults through. Principally, I think the main fault is that it plays so similarly to John Madden Football — even some of the formations and plays are the same. Also, sacking an opposing player seems to be far too easy — especially against a human player. In a two-player game, it seems to be an endless cycle of swapping possession, with very little in the way of touchdowns. If you haven't got any of the John Madden series of games, check this out. If you're after the greatest simulation of pure American Football, John Madden '92 still rules supreme.

▼ *In-stant Re-play, I've got to have it etc.*

NEW FEATURES



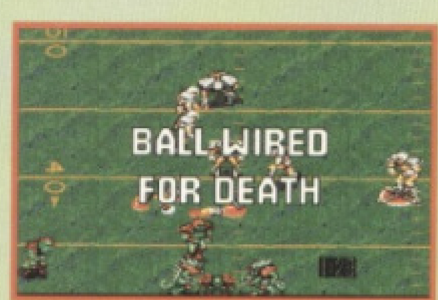
Mutant League is a bit of a twist on traditional American Football, with some 'wacky' new features to cream your slacks over, like the following selection:

SURFACES



In addition to boring old Turf, the Mutant League plays on all sorts of bizarre pitches. These range from rubber (which makes everything bounce), to cratered moonscapes and thin ice. Each affects the control of your players.

HAZARDS



Different pitches have indiginous hazards that cause player fatalities. Firepits and mines mean instant death, and falling off the pitch, or through a gap is also fatal.

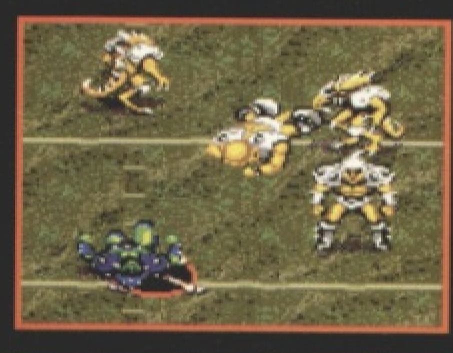
DEATH INDEX

The game is played at one of five violence levels. The lowest of these is like normal footy, but the highest,Armageddon, witnesses players literally taking opponents to pieces.











LONG TERM REPORT: HOUR, DAY, WEEK, MONTH, YEAR

BREAKDOWN: STRATEGY, ACTION, CHALLENGE, REFLEXES

PRESENTATION 82

▲Excellent series of stats and options, passwords, conferences and clear in game presentation.

GRAPHICS 84

▲large bizarre sprites, who indulge in some pretty convincing mutoid violence.

▼The background graphics of the playfield sometimes appear cluttered and obtrusive.

SOUND 77

▲Nice in game sound effects of violent wind exhalations, from both ends!

▼That annoying 'Twisted Flipper' soundtrack that gets onto every EA game now. And the coach's voice? Nil point.

PLAYABILITY 82

▲Lots of plays and good range of control over lead characters. Easy to get into.

▼It's often frustrating trying to pull off a play with your disorientated team-mates.

LASTABILITY 87

▲A wealth of depth created by all those teams.

▼For owners of JM's games, Mutant League might not sparkle enough for long term enthusiasm.

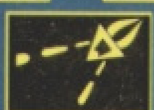
OVERALL 82

A solid footy game with some interesting frills, that suffers from some annoying play aberrations. Also, owners of John Madden Football might find the basic gameplay too familiar.









PRICE £40.00

BY SONY

RELEASE OUT NOW

OPTIONS

CONTROL: JOY PAD
CONTINUES:NONE
SKILL LEVELS: 1
RESPONSIVENESS: GOOD
GAME DIFFICULTY:MEDIUM

1ST DAY SCORE

120375

ORIGIN

An original product . The first of its kind for any console.

HOW TO CONTROL



A Fire.

B Activate the joystick.

C No function.

S Starts and freezes the film.

HOW TO PLAY

Pilot the Sewer Hog through the labyrinth relying on the advice of the droid 'Catfish' and your co-pilot 'Ghost'. Shoot the pests that inhabit the sewers to keep Commissioner Staunchly happy.

CD-ROM technology is here, so why Sega hired Sony Imagesoft to flush it down the drain is anyone's guess! However, this they done did and all in the name of enforcing the safety of Solar City's sewer network.

The game takes place in the future, at a time when humble sewer rats are replaced by 'ratigators' and joined by the likes of 'zerks' and 'electric scorpions'. Why, it's enough to put you off sitting on the toilet for ever!

You are the latest recruit to the 'Sewer Sharks'. Upon your arrival a man named 'Ghost' introduces himself as your co-pilot, coldly informing you that his last three accomplices have died under his navigation! Dedicated to some monster pest control under the watchful eyes of Solar City's commissioner 'Stenchler', the whole stinking outfit's other requirement is the delivery of supplies to the metropolis' lucky citizens. Failure in keeping the ratigator eradicator total to the max loses their crack at the job and chances of a holiday on the beaches of Solar City! The fate of the Sewer Sharks is at your control. So grab that peg and away you go!

SEWER

THE RITES OF PASSAGES

Although all of the action takes place underground your progress is closely monitored by the 'fat controller' of the Sewer Sharks: Commissioner Stenchler. Mr Big has a business to run and could care less about his workers in the rancid underworld of the sewers. He transmits his lardy features onto your VDU at regular intervals, kindly donating his opinion on your efforts. The only problem is that a failure to impress the old fatage results in the loss of your job — so keep the ratigator death-rate high, or else!



▲ A tunnel, much like the others.

RISE FROM YOUR GRAVE

For every shot fired and each target missed the sewer-hog's energy suffers. Failure to replace the hog's depleting supplies leaves you both defenceless, and, more importantly, incapable of bagging those vital extra points. Luckily there is plenty of opportunity to power up. Rechargers are situated at significant points in the tunnels, taking the form of electrical-storm filled side-passages that are sign posted by beacons on the tunnels' roof surfaces. Rechargers appear to both the left and right of the beacons and a green light signifies just which side this is.



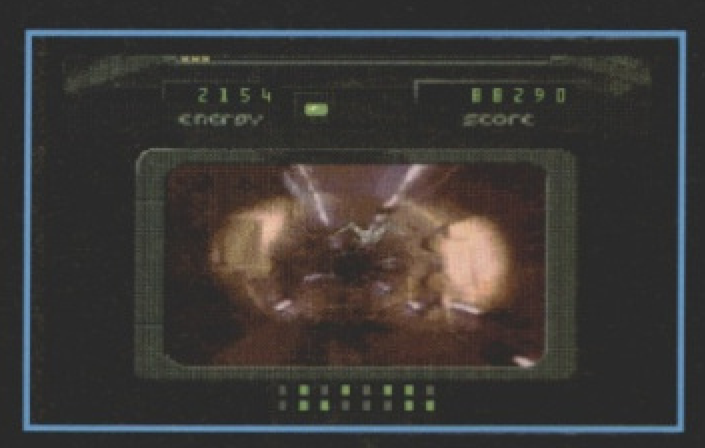
▲ I wish...I wish I was a Catfish. Er, second thoughts....



▲ Something weird in the tunnel ahead.



▲ Never mind. His mother still loves him.



SHARK

COMMENT



PAUL

The Mega-CD hasn't exactly dazzled so far, so this is a welcome arrival to a struggling scene. Every part of the game is impeccably presented, resembling a decent quality sci-fi series rather than a console game! Looking out for the correct junctions whilst paying attention to the blasting action in the main viewer is very compelling indeed and certainly gets progressively harder as the mission progresses. Many CD games fail due to the detached feeling from the action, yet this is different because of its irresistible, involving playability. Though the control over your hog is relatively limited in comparison to more competent shoot 'em ups, the gameplay is still very rewarding. My first couple of goes giving rise to that 'just one more go' syndrome! Given that this is one of the first decent titles to emerge and that the presentation of the game is like nothing you'll see on a standard Megadrive cart I certainly recommend that you buy this stunning game! If you own a Mega-CD and are feeling a little sorry with your lot in life at the moment, this is definitely one to brighten that situation! Let's hope that this standard of software continues because, if it does, the Mega-CD may well have a future in this country!



▲ **Watch me make this one jump!**





▲ **What an en-lightning experience for you.**



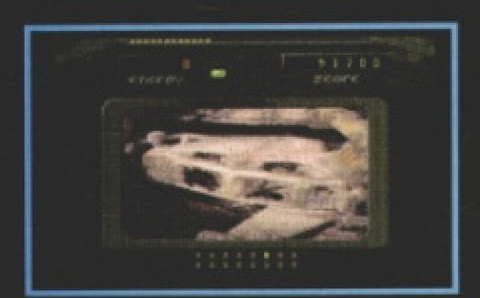


TUNNEL TESTER

Each unit in the Sewer Shark team is assisted by a navigation droid. Ghost and yourself are pointed in the right direction by 'Catfish' — a cylindrical, googly-eyed machine with an irritating American accent. This unit is, unfortunately, indispensable as Catfish dictates the directions for the sewer hog to take if it is to avoid an untimely end to its mission.

Directions are relayed in sets of three and take the form of points on a clock. For example the directions 'twelve, nine, three' apply to the directions up, left and then right. Junctions in the tunnel network are indicated by a set of arrows at the top of the cockpit's display panel. So, when an arrow flashes green this indicates that a junction is approaching and changes to yellow when your craft is directly over the junction. A red arrow tells you that you have either taken the wrong turning or missed it altogether!

REVIEW



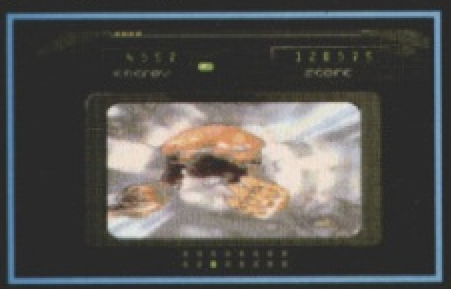
▲ Wizard prang, old girl!



▲ One move and the whole place goes up!



▲ Blasted satellite TV!



▲ It's that mole again!



COMMENT



GUS

Like Cobra Command, that other Mega-CD debut, this uses jaw-dropping video motion to good effect. Unlike Wolfteam's effort, however, Sewer Shark has considerably more gameplay behind it too. Changing the routes through the levels each time you play is just one of the random elements which lengthens the lifespan of a game where you have limited control. You have to be alert all the time, instead of just playing through the pattern. Sewer Shark certainly has some of the most impressive effects yet seen on CD. The motion effects are tremendous, although the appearance of the sewers doesn't change much. I like the way the story cuts encourage you to get further in the game. Nifty speech samples and sound FX are the icing on the presentational cake. Knowing Sega, there are bound to be lots of full motion video games in the pipeline. Sewer Shark, however, is the best on offer right now, and pretty impressive it is too.

I SMELL A WOSSNAME

A certain gang of cretinous turtles might think twice about making a home for themselves in these sewers! Amidst the faded packets of Monster Munch, yards of toilet role and the rest dwell the most ferocious, atrocious animals ever! At the start of your journey there are only a few ratigators scuttling about for the attention of the sewer-hog's twin cannon. However, in keeping with tradition, the situation gets steadily worse as the miles of tunnel pass by. Electric Scorpions cling to the sewer-hog's metal hide while squadrons of bats dog your every move and rogue maintenance moles aim to collide with your hog! Not to mention those Zerks that drain the hog's energy supply like crazy. Shoot! Shoot! Kill! Kill!



▲ Rich, without his make-up.

PRESENTATION 87

▲ The acting, special effects and atmosphere of Sewer Shark are brilliant.
▼ There are absolutely no options to speak of, whatsoever.

GRAPHICS 86

▲ The sewers are convincingly dull and forbidding with a good illusion of movement.
▼ Tunnel after tunnel!

SOUND 78

▲ There are some decent spot effects, such as the noise made when passing through the recharger.
▼ Over all, though, the sound effects are poor to average and the music isn't too great.

PLAYABILITY 83

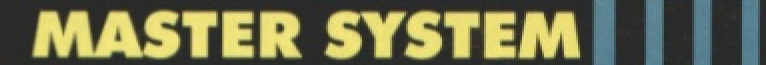
▲ The pest blasting action is very satisfying indeed!
▼ The hog's controls are extremely basic and the gameplay doesn't change at all from start to finish.

LASTABILITY 81

▲ It's pretty tough and reasonably large. The directions also change for each game.
▼ The plot, however, is unchangeable. Once the end is reached that's it.s

OVERALL 82

One of the first outstanding Mega-CD product. What it lacks in depth is made up for with amazing visuals, atmosphere and solid, blasting action!



KRUSTY'S FUN HOUSE

1 PLAYER

PRICE	TBA
BY	ACCLAIM
RELEASE	MARCH

OPTIONS

CONTROL: JOYPAD
GAME DIFFICULTY: MEDIUM
CONTINUES: NONE
SKILL LEVELS: ONE
RESPONSIVENESS: GOOD

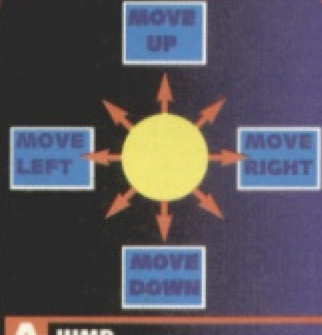
1ST DAY SCORE

20,110

ORIGIN

Krusty, the bad-tempered clown is a Matt Groening creation and stars in his cult TV programme — The Simpsons

HOW TO CONTROL

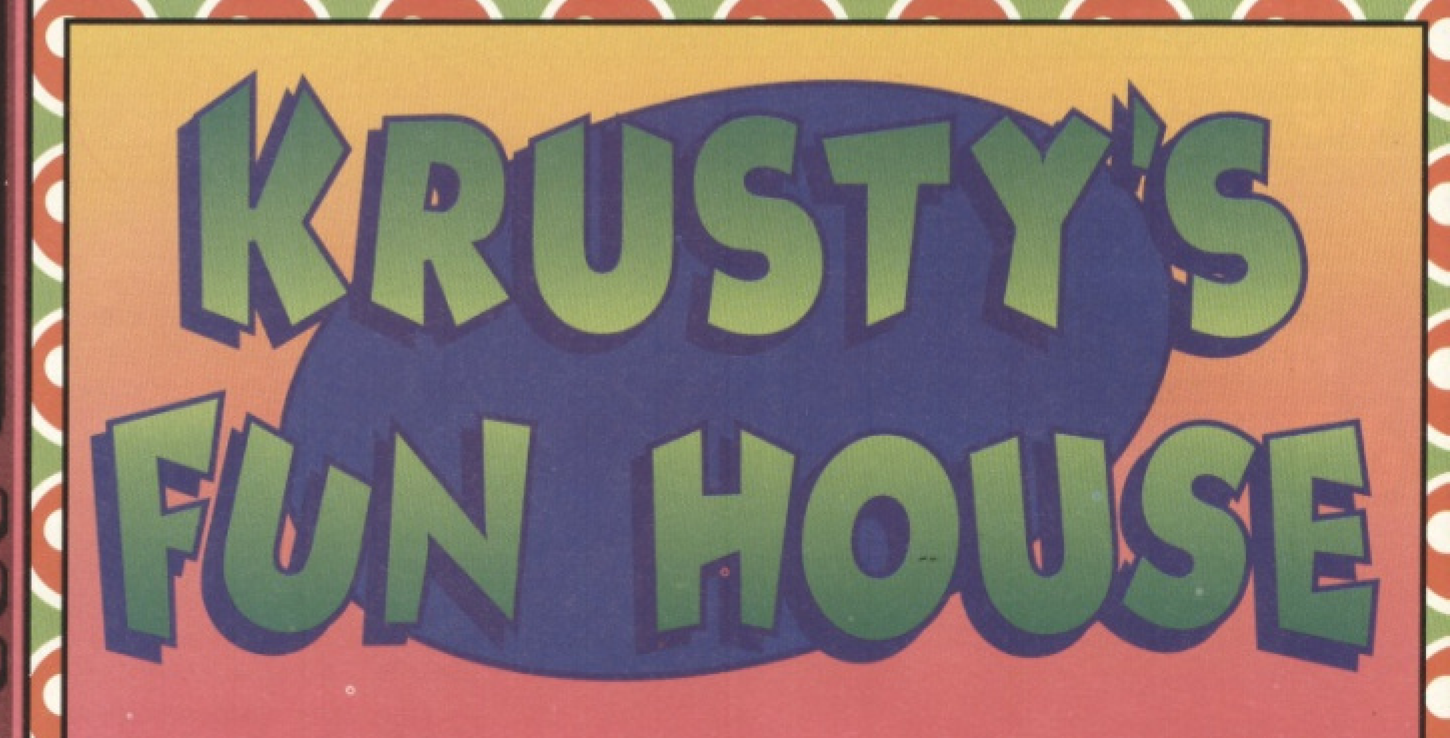


A JUMP

B SHOOTS BALLS OR CUSTARD PIES

HOW TO PLAY

Guide Krusty through dozens of puzzling levels herding the moronic rats to their doom in the rat-catcher.



KRUSTY'S FUN HOUSE

Everyone knows about the famous, er, reproductive capabilities of rabbits but not many people know that the humble rat 'goes to it' with just as much gusto – if not more! These pesky critters churn them out like a sausage factory.

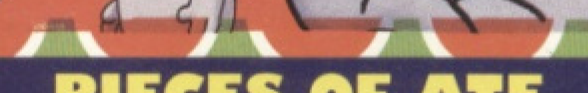
This little-known fact is something Krusty the Clown has discovered to his dismay, as the randy rodents have chosen *his* fun house to transform into a rat-ridden maternity clinic with a baby rat dropping out faster than you can say Rat-O-Kill! The place is crawling with the little varmints and it's up to you, as Krusty, to work your way through the 50 plus rooms of his house of funny business, rounding up all the rats and guiding them to their doom at the hands of a sinister henchman at the helm of the rodent-wasting Machine of Doom. This task isn't as easy as it sounds since the rats are about as intelligent as Norman Lamont on a Wednesday. So by strategically placing blocks, repairing broken pipes, wasting the ill-assorted bunch of baddies the object is to pave the way for a smooth passage to the great rat-house in the sky.



▲ Fly! Fly, you pig!

▼ He's got mice coming out of his bum!

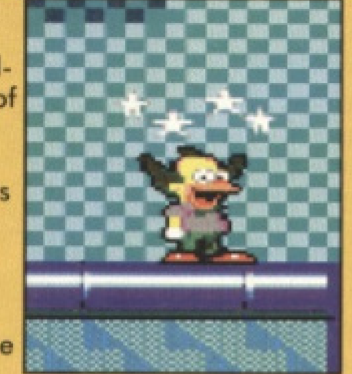




PIECES OF ATE

Deadly weapons aren't the only things stashed in the mysterious purple boxes — there are a whole heap of power-ups to collect in the same manner. These include bags, burgers, drinks and a corkscrew-type thing, all of which give you energy as well as clown-shaped 1-UPs. Blue blocks scattered around are picked up by standing on them and pressing DOWN. These also act as a useful ladder for Krusty and the rats to reach inaccessible nooks, or to block up broken pipes. Yellow blocks are kickable but cannot be destroyed. Lastly, by standing on a blue block and pressing DOWN and jumping simultaneously, Krusty jumps much higher and he takes the block with him. There are also springsenabling him to jump higher still,.not forgetting moveable blowers to blow the rats towards their goals.

TEARS OF A CLOWN



The cantankerous clown is constantly bombarded by the bullets fired by a variety of weird and wonderful enemies. He doesn't die for the first few hits but he gradually gets more and more worn down — eventually huffing and puffing enough to give Ivor the Engine a run for his money, before finally kicking the bucket

To combat the onslaught of the vindictive scum, Krusty is able to accumulate an arsenal comprising rock-hard cannonballs or, aptly, custard pies, simply by placing a well-aimed kick at the purple boxes that litter his house. As well as putting the meanies out of action, notching up points in the process, he also uses the balls to bash down the walls that block hidden passageways.







▲ Shaddap bold! I'm on the blower!











COMMENT



LUCY

Do my eyes deceive me? Can this really be an 8-bit game? Because looking at this wickedly fun puzzle-cum-platform romp you could swear it was the Megadrive version. This is an absolutely stonking conversion with excellent animation on the main Krusty sprite — especially when he falls, dies or gets impatient when you leave him standing too long. The way the rats are wasted in a variety of sick but hilarious ways is also wonderful. I suppose I have to object to the main theme of the game — cold-bloodedly murdering innocent rats with obvious relish is enough to get any animal lover screaming for the RSPCA. But for all that it's really good fun and completely addictive, if very frustrating at times — like when you have to get through a bonus room within an ultra-tough time limit or when the route between the rats and the death machine seems impossible to bridge. But if you possess a Master System and a keen brain, Krusty's Fun House is an essential purchase.



COMMENT

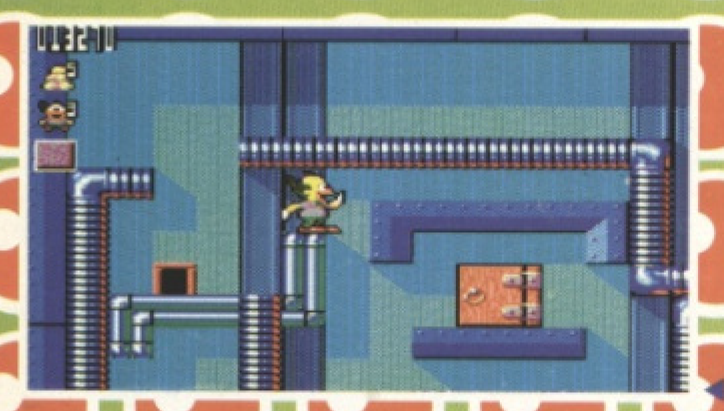
PAUL

Krusty's is a bit of an unsung classic, so Master System owners should celebrate the fact that nothing is missing in this conversion. After browsing over the screen shots here it shouldn't need me to tell you that Krusty's on the 8-bit Sega machine is pretty amazing! What's more it plays and moves in exactly the sameway as its Megadrive predecessor. Incredibly, every feature is included right down to the crazy little Egyptian dance that Krusty performs should he wait in one place for too long. Gameplay-wise, the game is far less fussy than the other, similar puzzle types available and generally more entertaining as a result. Control over Krusty is perfect, making for an extremely playable platform/puzzle game minus the frustration. The music begins to grate after a while, however the same is true of both the Megadrive and Super NES versions. Some of the amusing sound effects are missing but the characteristic "Hi Kids!" still remains along with the "Whey Hey!" upon the completeion of each level. Master System owners could do with a bit of variety at the moment and there's no better character to fit the bill than Springfield's favourite clown!





▲ *Close your mouth, man!*



◀ *Krumble the Kubes Krusty...*

Time is a major feature of this game — Krusty receives a time bonus if he finishes the levels in double quick time. It's always better to sort the rats out before pursuing the bonuses because sometimes they rush towards their destination and get stuck in an inaccessible hole which means a whole heap of hair-tearing frustration when there's no choice but to abort (by pressing PAUSE and Button 2). On some sub-levels there's a hidden bonus room accessed by kicking the special bonus blocks. Some have an incredibly tough time limit added – if they are not completed in time the final door doesn't lock, so you have to start all over again. Doh!!



▼*Pooh, Krusty! Is that you?!*



LONG TERM REPORT

HOUR	■	■	■	■	■
DAY	■	■	■	■	■
WEEK	■	■	■	■	□
MONTH	■	■	■	□	□
YEAR	■	■	□	□	□

BREAKDOWN

STRATEGY	■	■	■	■	■
ACTION	■	■	■	□	□
CHALLENGE	■	■	■	■	■
REFLEXES	■	■	■	□	□

PRESENTATION 91

▲ A nice introduction from the great man himself and attractive title screen.
-There are no options — but with this sort of game you don't really need them.

GRAPHICS 93

▲ Absolutely superb! Some of best graphics the ever seen on the Master System — it'shard to tell the difference between this and the Megadrive version. Some great animation from the main Krusty sprite and particularly at the rats' demise.

SOUND 84

▲ The same rousing tunes as the Megadrive version and good sound effects...
-But the Master System's limited sound capabilities tends to make the tunes grind on your nerves after a while.

PLAYABILTIY 92

▲ Puzzles galore of all shapes and sizes all with a good level of challenge. It's fast, fun and utterly addictive.

LASTABILITY 91

▲ Dozens of tasking levels which get tougher as the game goes on ensure that it's not one you'll finish in too much of a hurry. The password system's a great bonus.

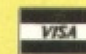
OVERALL 91

An absolutely topper puzzle game which will have your brain tied up in knots but will still drag you back for more.Definitely worth the money.

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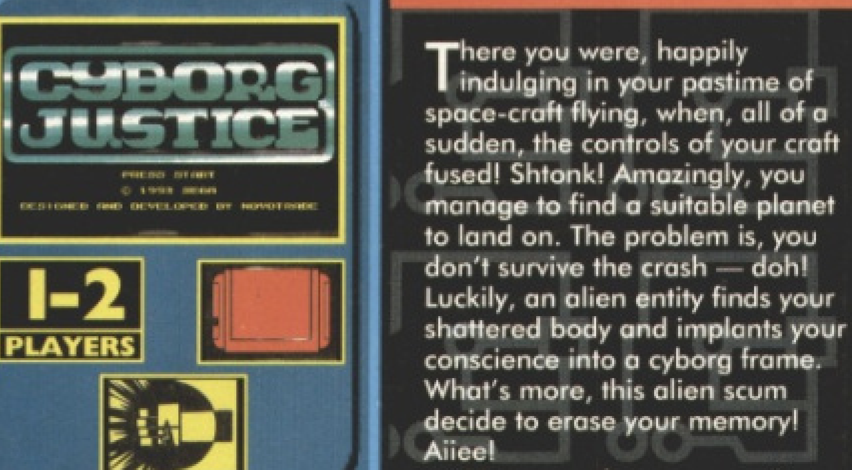
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PRICE	TBA
BY	NOVOTRADE
RELEASE	APRIL

OPTIONS

CONTROL: JOY PAD
CONTINUES:3
SKILL LEVELS: 3
RESPONSIVENESS: SKILL
GAME DIFFICULTY:MEDIUM

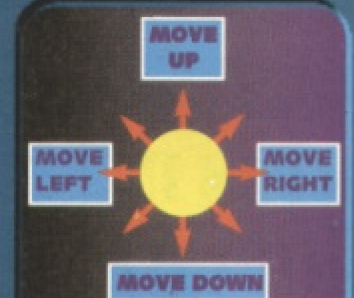
1ST DAY SCORE

FINISH THREE LEVELS

ORIGIN

Quite original for a combat game, Cyborg Justice has large robots and various machinery involved in mass carnage.

HOW TO CONTROL



A Special weapon/attack

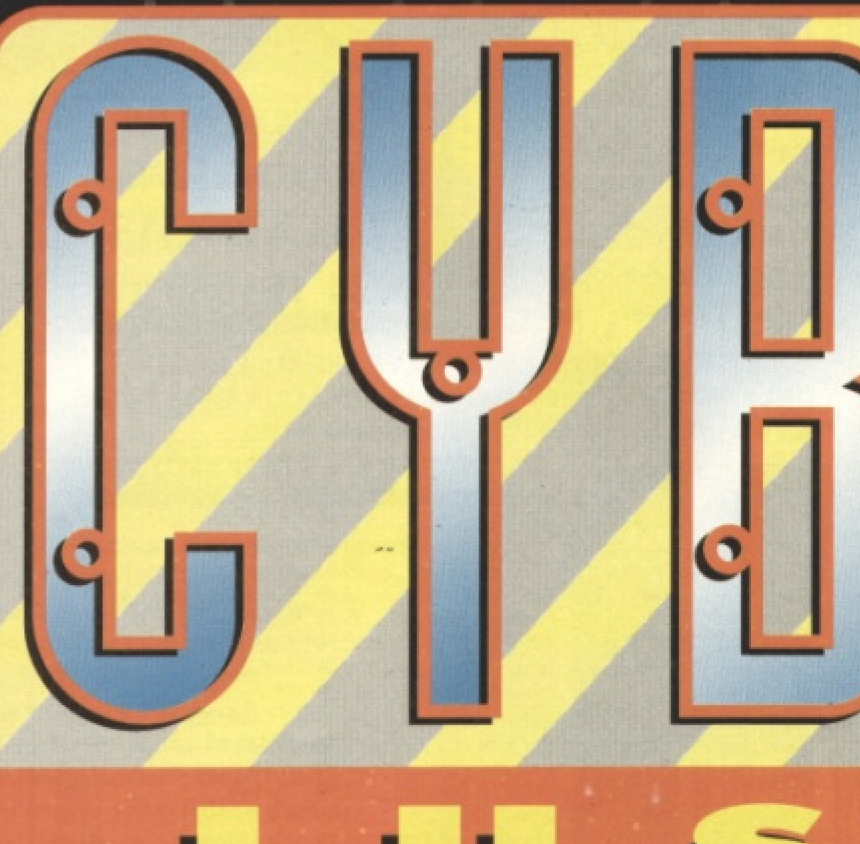
B Attack

C JUMP

S Starts and pauses the game.

HOW TO PLAY

Strut the landscapes, punching, kicking and blasting the seven shades out of the enemy cyborgs!

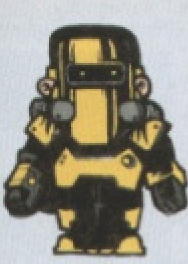


There you were, happily indulging in your pastime of space-craft flying, when, all of a sudden, the controls of your craft fused! Shtonk! Amazingly, you manage to find a suitable planet to land on. The problem is, you don't survive the crash — doh! Luckily, an alien entity finds your shattered body and implants your conscience into a cyborg frame. What's more, this alien scum decide to erase your memory! Aiiee!

However, the memory wipe doesn't go quite to plan, so you decide to use your new-found cybernetic powers to locate the alien entity and give it "some of that" (note: raise your fist threateningly Harrod-style, in conjunction with the last phrase for the full effect). The only problem is, to destroy the entity you're going to have to get through legions of enemy cyborgs!

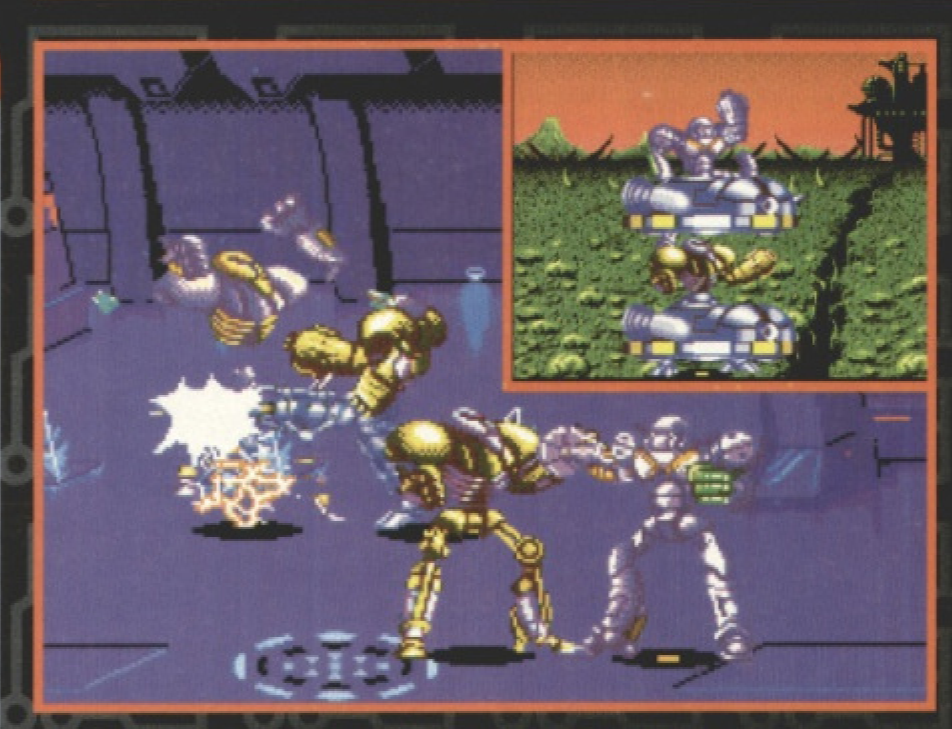
So, it's best violence trousers on and time to punch, kick and shoot the cack out of every alien that moves!

COMMENT



RICH

I love Cyborg Justice — it's great! The graphics are astonishing. The level of detail on the sprites and the amazingly life-like animation (bested only by Flashback), make this a visually gorgeous game. There's a lot in it too! It takes you ages to master all of the weapons and the various moves. Just when you think you've mastered it all, you suddenly find yourself picking up your opponents and chucking them about, or yanking off your enemy's arms and making use of them yourself — brilliant! Cyborg Justice just gets better when another player decides to join in. The two-player action is great — the amount of fluid, high-speed action is simply unbelievable. If there is a fault with the game, it's down to the lack of backdrops and interaction with the scenery. Still, this is a miracle for a four megabit cartridge — I can only think of how good it would've been if a whole eight meg were available. Any road up, as it is,Cyborg Justice is a superb beat 'em up — get it!



▲ *After a hard day, the 'borgs enjoy a relaxing slipper bath.*

LEND US A HAND

A number of arm attachments are on offer to enhance your destructive capabilities. Here's the complete low-down.



NORMAL HAND: This pneumatically-powered arm has the ability to repeatedly hammer the opposing cyborg into submission.



CRUSHER HAND: This spinning, spiky ball causes some severe damage anything that gets in the way.

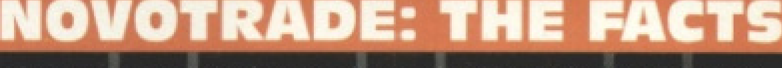
...BORG ...TICE

BONUS BONANZA

FIGHTING SUB-SYSTEM REPORT

TECHNICAL	0	0
FAIR PLAY	0	0
BRUTALITY	0	360
TOTAL	970	200

At the end of a stage, bonus points are awarded according to your performance. Categories of excellence include fair play, technical and brutality. Fair play involves putting your opponent back together again after you've defeated it — and fighting it again for a big bonus!



NOVOTRADE: THE FACTS

Does the name Novotrade sound ever-so-slightly-familiar? That's because as well as creating Cyborg Justice, the same team were also responsible for one of the greatest Megadrive games ever released: Ecco the Dolphin! The odd thing is that these programmers are actually Yugoslavian! Fascinating eh?



▲ Oooph, sorry! These bangers are a bit much, aren't they?!

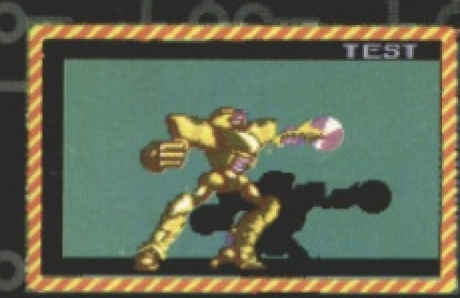


▶ PARP! Oh. excuse me lads! I were out last night, y'see.

COMBAT MOVES AHOY!

Plenty of punches (including uppercuts and body-blows) are available for your cyborg to use along with a variety of kicks. You can also stun your opponent and pull off his arms or even his torso! Armed with these pieces, you can either chuck them at your next opponent or attach them to yourself! Excellent.





SAW HAND: Fancy some of your opponent's weaponry? Why not just cut it off with this "handy" piece of kit?



LAUNCH HAND: Cause masses of damage with this hand that literally blasts off and pummels the opposition!



LASER HAND: This attachment enables you to take out enemy cyborgs from a distance! Very useful indeed.



FIRE SPRAY HAND: A close range laser, this beast cuts through cyborgs like a hot knife through butter.

REVIEW

LONG TERM REPORT

HOUR
DAY
WEEK
MONTH
YEAR

BREAKDOWN

STRATEGY
ACTION
CHALLENGE
REFLEXES

ASSEMBLY



In the Assembly Room, you're able to effectively customise your entire cyborg. You can change the sidearm your robot has and even choose the torso you want to possess. To finish off your creation, simply add the legs! A number of different models are on offer, detailed further in this very review. To test your creation, enter the Test Room and test away! Your cyborg performs exactly as it does in the main game.

WHIRLPOOLS OF DOOM

During the level, you encounter strange whirlpools in the ground! These whirling atrocities glue you to the spot, enabling enemy cyborgs to kick the cack out you! Even more damaging is being glued to the spot and being hit by a medium-size cruise missile!

LEGS AND CO

Change the legs of your cyborg and add a number of strange new attributes to its performance.



JOGGING LEGS: he bog-standard legs for your machine, with a fair degree of speed at their disposal.



PNEUMATIC LEGS: Clear those massive chasms with ease using these enhanced legs. Very useful.



BIG FOOT LEGS: These aren't quite as speedy as the jogging legs, but inflict more damage.



TANK LEGS: For that quick get-away, make use of this set of legs that transform you into a speedy tank!



SOMERSAULT LEGS: Add a new move to your attack repertoire: a deadly spinning somersault!



SPIKED LEGS: A lot cooler than the jogging legs, this pair increases the damage caused by your knees. Oof!

COMMENT

PAUL

Like Ecco, Cyborg Justice happens along with the same type of ground-breaking ingredients that have contributed to Ecco's enormous success. Though the title may suggest a predictable game based around some sad, platform roaming or side-scrolling journeying character the truth is refreshingly different. From a distance the game looks average, perhaps quite dull. However, after experiencing the high level of control over this cyborg, I am hopelessly hooked! Really! I mean, buy it first and read this later, it's that good! For those still in doubt let me tell you of the incredible animation and then of the superb feeling gained from successfully wrenching an opponent's arm from the socket and clobbering it smartly over the head. Though the backdrops may lack detail, they provide the right amount of atmosphere to what is, nevertheless, a visual feast! The Ecco team have also honoured their recently established reputation for quality soundtracks here. In place of the expected, often tacky themes usually on offer there is a succcession of tasteful and relevant strains that compliment the action perfectly. Cyborg Justice is one high-class title that is currently without competition from anything remotely similar. The action found in Streets of Rage II even seems quite limited by comparison. Buy this as soon as is humanly possible!

PRESENTATION — 90

▲ A vast range of options are available, including different difficulty levels, arcade or duel modes and the option to have increase your lives. A fab intro sequence kicks the game off.

GRAPHICS — 96

▲ Cyborg Justice has sprites that are amazingly animated and superbly detailed. The variety in the characters' moves is a marvel to behold.
▼ There are only five different backdrops.

SOUND — 78

▲ There are some decent crunching effects when robot fist meets cyborg hide!
▼ The music is a touch on the sad side at times.

PLAYABILITY — 92

▲ Getting to grips with your Cyborg takes a while, but has you addicted to the Megadrive as you try out each combination of weaponry and then actually tackle the game!

LASTABILITY — 87

▲ The task is challenging, but leave the EASY setting alone. However, the two-player and duel mode more than makes up for that.
▼ Don't touch that difficulty setting until you've finished on NORMAL.

OVERALL — 90

Cyborg Justice is a superb beat 'em up, with tons of extra weaponry, superb moves and addictive gameplay — for one or two players! We promise you won't see anything like this for quite a while!



It's time travelling trousers ahoy as Jaz and Rich beam back to the olden days to see what was happening in the wild 'n' wacky world of MEAN MACHINES all of two years ago.





APRIL, 1991

April was certainly a packed month for the MEAN MACHINES team. Reeling from the release of the Super Famicom in Japan, the lads were a tad disappointed with Sega's output for the month. Only Ghouls 'n' Ghosts on the Master System and Dick Tracy and PGA Tour Golf on the Megadrive really cut the mustard. The big news was...

❑ For the first time, MEAN MACHINES was recognised by parent company EMAP as being "completely skill!". In fact, we won the company's prestigious award for Best Use of Illustration! But better things were to come in 12 months time...

❑ Sega launched an all-new Megadrive pack, containing a free copy of Moonwalker AND the "movie" on vid! Wow!

❑ Mirrorsoft (RIP), stunned by the comments of the MEAN MACHINES staff, withdrew the Master System version of Speedball when Jaz complained that the computer players were too easy to defeat. All-new computer intelligence was duly installed...

❑ US Gold *finally* released their award-winning Master System games, Impossible Mission, Gauntlet, Indiana Jones II and Paperboy to lucky Master System owners.

❑ Razorsoft announced that they were to release Storm Lord on the Megadrive. Unfortunately (well not really because to this day all Razorsoft games have been cack), shortly thereafter, Sega decided that they wouldn't.

❑ A few sad import games, Blue Almanac, Dino Land and Vapour Trail were revealed by MEAN MACHINES.

❑ The first screenshot of Fantasia on the Megadrive, the follow-up to Castle of Illusion, was exclusively printed by us!

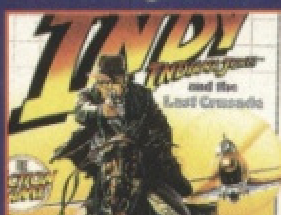




▲ The Megadrive.



▲ Speedball. Cor!



▲ Indy in action.



▲ Cacky Stormlord



▲ Vapor Trail! Urr!



▲ It's Fantasia!

DICK TRACY

MACHINE: MEGADRIVE
BY: SEGA

As big Dick, it's your task to roam the city streets, blasting and punching the cack out of the various hoods you come across in pursuit of the bizarrely monikered Big Boy.

WHAT WE SAID THEN

JAZ: If you're after a shoot 'em up that doesn't feature lasers and alien space ships, Dick Tracy is a must.

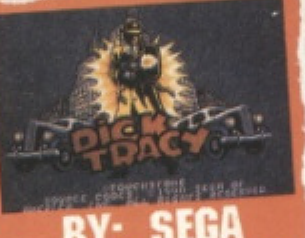


MATT: The difficulty level is fine, but my major criticism is that the game is still very samey.

WHAT WE SAY NOW

JAZ: It's quite fun and pretty difficult, but it does get dull after a while. Graphics down to 79%, sound 60%, playability and lastability down 5% and overall 75%.

RICH: This is okay, but to be honest, after a while I did find the gameplay to be quite repetitive. It does have a nice style to it, but give me Revenge of Shinobi any time. I think these days it would score in the mid to late seventies.



BY: SEGA
PRICE: £39.99
RELEASE DATE: MAY
GAME DIFFICULTY: MED/HARD
LIVES: 3-5
CONTINUES: 4
SKILL LEVELS: 3
RESPONSIVENESS: GOOD



PRESENTATION 81%
The comic-coloured intro scenes provide information and help set the mood of the game.

GRAPHICS 84%
The main sprite is wonderful (as are the backgrounds), but the enemies are rather wooden and jerky.

SOUND 68%
Sound effects are a little thin on the ground, and the music's not too hot either!

PLAYABILITY 83%
This is fun to play and easy to get to grips with, and the control method's simple to use.

LASTABILITY 71%
There's a major problem here, as the gameplay remains the same throughout. Not one to keep you coming back!

OVERALL 82%
A vast improvement over the Sega version, but some might find the gameplay a bit repetitive. Give Dick a go if you're a shooting fan.





PGA TOUR GOLF

MACHINE: MEGADRIVE
BY: EA

As you may have gathered, it's a golf sim but it was the greatest available by any stretch of the imagination... until PGA Tour Golf II came out last month!

WHAT WE SAID THEN

JAZ: Golf mightn't be everyone's cup of tea, but PGA Tour Golf is so well produced, it should appeal even to those who'd normally never think about buying a golf game.



MATT: PGA Tour Golf may not look visually exciting, but for any golfing fan (or anyone who fancies something different) this is the one to get.

WHAT WE SAY NOW

JAZ: I think we grossly underrated this at the time. The control method is one of the greatest ever designed and the game is simply superb. We should have given it an overall mark of 95% - over the last two years I've played this more than any other Megadrive game! Nowadays it's been superceded by PGA II, which is even better!

RICH: I think we underrated it at the time, but it's about the right mark now. However, what's the point of having this when you can have the superior PGA Tour Golf II? Get that instead.

PGA TOUR GOLF

BY: EA
PRICE: £39.99
RELEASE DATE: MAY
GAME DIFFICULTY: MEDIUM
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: 4
RESPONSIVENESS: PAR



PRESENTATION 91%
Well-presented all round, with loads of options, a save game mode and multi-player tournaments.

GRAPHICS 88%
The 3D graphics work brilliantly, and the golfer's animation is great.

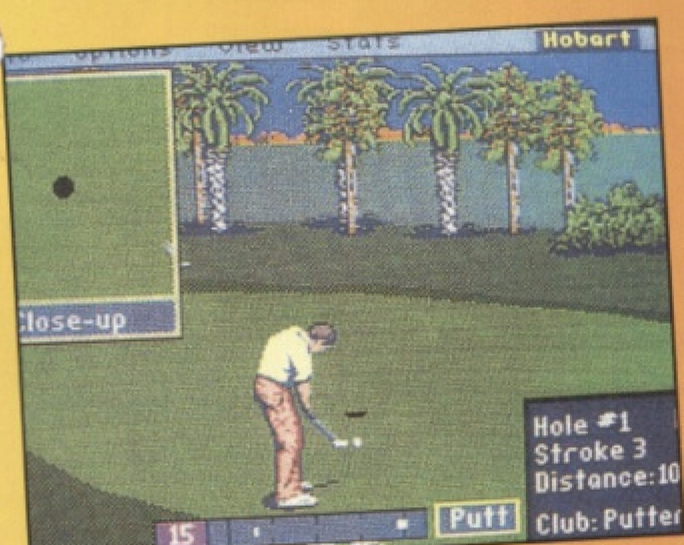
SOUND 90%
Swing your pants to the groovy tune, or mellow out with the soothing effects.

PLAYABILITY 92%
Controlling your shots is simple, and the game is instantly playable.

LASTABILITY 87%
Four 18-hole courses, championship options and a four-player option keeps the interest alive for months to come.

OVERALL 91%
A superb sports simulation which will appeal massively to golf fans, and will even be enjoyed by those who normally wouldn't play this type of game!





HEAVY WEIGHT CHAMPIONSHIP BOXING

MACHINE: MASTER SYSTEM
BY: SEGA

Boxing is boxing. Enter the ring and punch the living daylights out of the opposition. Hurrah.

WHAT WE SAID THEN

JAZ: Heavyweight Boxing is great fun for an hour or two, but it doesn't take too long before it becomes predictable and dull.
MATT: There are only five opponents to beat and the distinct lack of options sersiously damages the game's long term prospects.



WHAT WE SAY NOW

JAZ: Zzzzzzzzzz!
RICH: Booooooooooring. This game is just so easy to complete, it's not worth the effort. I think the rating's about right. Don't buy it.

KNOCK OUT BOXING
PUSH START BUTTON
© SEGA 1990

BY: SEGA
PRICE: £34.99
RELEASE DATE: MAY
GAME DIFFICULTY: EASY
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: TWO
RESPONSIVENESS: QUICK

1-2 PLAYERS

PRESENTATION 74%
Digitised pictures or Buster" Douglas help to provide the sorely-needed atmosphere.

GRAPHICS 85%
Excellent animation, with the pugilists reacting and fighting in a realistic fashion.

SOUND 59%
The sounds are pretty basic, with no music and a few spot effects.

PLAYABILITY 73%
Easy to get into and fun two-player mode...

LASTABILITY 29%
...but with next to no options and only five boxers, this doesn't hold your interest for any length of time.

OVERALL 46%
A potentially brilliant boxing game ruined by the lack of long-term appeal and challenge.

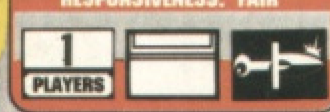
GOLDEN AXE WARRIOR

MACHINE: MASTER SYSTEM
BY: SEGA

Sadness, as well as a dodgy number one single by Enigma (Shouldn't that be enema - Jaz), is also an adequate description for this retarded RPG masquerading under the Golden Axe name.



BY: SEGA
PRICE: £29.99
RELEASE DATE: MAY
GAME DIFFICULTY: MEDIUM
LIVES: 1
CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: FAIR



PRESENTATION 59%
Pretty good - there are plenty of character portraits and a fairly good intro.

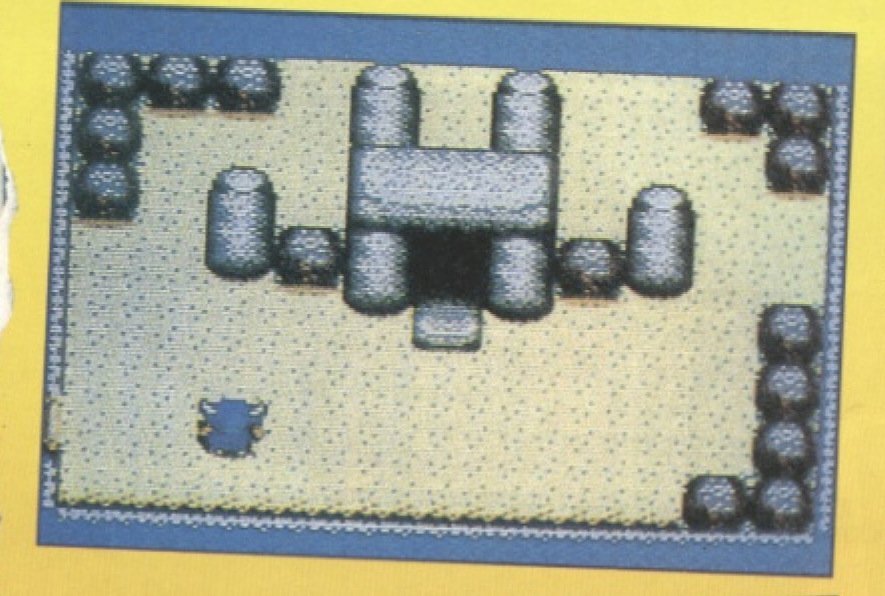
GRAPHICS 39%
Apart from the close-ups, the graphics are awful, with blocky sprites and monotonous backdrops.

SOUND 40%
Dreadful, warbling tunes massacre any amidgen of atmosphere remaining.

PLAYABILITY 38%
The adventuring aspect is uninspiring, the gameplay tedious.

LASTABILITY 41%
It's a huge game, but even the most die-hard role playing fans could get bored long before the end.

OVERALL 40%
It's no sequel to Golden Axe - instead Golden Axe Warrior is an uninspiring and uninteresting role playing game.





WHAT WE SAID THEN

JAZ: Don't be misled by the "Golden Axe" in the title of this game, because this has absolutely nothing in common with Golden Axe, the brilliant beat 'em up conversion.
MATT: With its mind-numbing sound and tedious gameplay, I find it hard to recommend this to any self-respecting Sega owner.

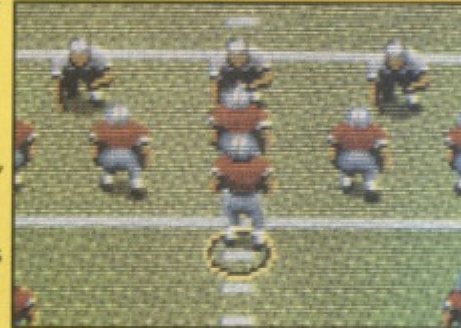
WHAT WE SAY NOW

JAZ: Playing this steaming pile of RPG manure has reminded me of what a dreadful missed opportunity this was. An RPG with Golden Axe characters could have been brill. But no! Ten percent off all marks.
RICH: Pathetic. What could have been a skill Zelda-lookalike remains a gibbering retard of a cart, not worth the effort of playing at all. I think the marks are fine.

JOE MONTANA FOOTBALL
MACHINE: MEGADRIVE
BY: SEGA

Quite strange really, that such a disappointing game should spawn two sequels, but it did — presumably relying on the "big" Joe Montana name to sell such a tepid sports sim.

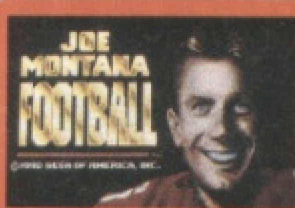
WHAT WE SAID THEN



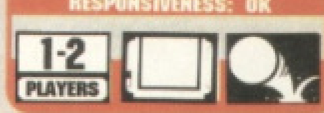
JAZ: If you haven't got any American Football game and want one, buy John Madden's.
MATT: It's far more accessible than its rival, so younger Megadrive owners might find it preferable to Madden's (Reck-on — Rich)

WHAT WE SAY NOW

JAZ: What I said then still applies now. Some things never change...
RICH: This is quite a jolly little game, but is sadness in cartridge form when compared to its sequels and the entire Madden catalogue of games. Lop off 15% from each rating and I might be happier.



BY: SEGA
PRICE: £34.99
RELEASE DATE: MAY
GAME DIFFICULTY: VERY EASY
LIVES: N/A
CONTINUES: 0
SKILL LEVELS: 11
RESPONSIVENESS: OK



PRESENTATION 85%
Excellent stills of Montana appear at certain points in the game, and an exhibition game guides you through the tactics.

GRAPHICS 80%
Fast and smooth graphics, but the players look more like Smurfs than American Footballers.

SOUND 84%
The effects are realistic and impressive, and the music's of a high standard as well.

PLAYABILITY 76%
This is a very accessible sports sim, and it's easy to get to grips with the control method.

LASTABILITY 56%
The problem is that the computer opponent is a complete pushover, and the only long-term appeal is in the two-player mode.

OVERALL 69%
Joe Montana's Football is fundamentally flawed, but it's still fun to play. However, John Madden's should be the priority purchase.

GHOULS 'N' GHOSTS
MACHINE: MEGADRIVE
BY: SEGA



BY: SEGA
PRICE: £29.99
RELEASE DATE: APRIL
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: GOOD






PRESENTATION 69%
Nothing remarkable at all - the game could've done with some atmospheric screens.

GRAPHICS 79%
The backdrops and sprites mimic the coin-op adequately, but they're far from outstanding.

SOUND 66%
The sound effects and tunes are tinny and get rather grating after a while.

PLAYABILITY 82%
Plenty of Gothic horror thrills 'n' spills on offer here as you battle zombies and undead creatures.

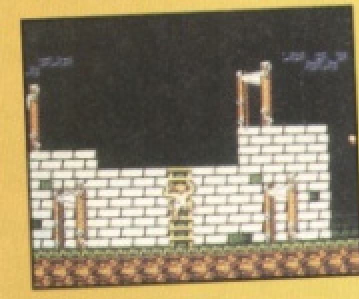
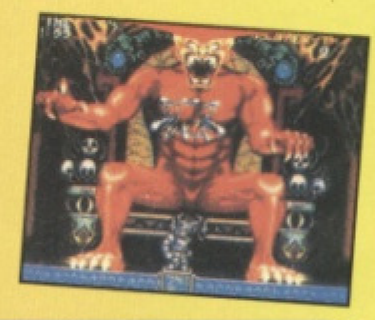
LASTABILITY 76%
Five levels that are pretty challenging to complete, though the novelty fades after a while.

OVERALL 80%
A decent conversion that's recommended to fans of the coin-op.

Guide Sir Arthur through the many scrolling levels, turning the denizens of Satan into decomposing piles of poo (well not really) in search of true love.

WHAT WE SAID THEN

JAZ: It's in the playability stakes that Ghouls 'n' ghosts scores highest.
MATT: The game is also really challenging — some of the levels have actually been expanded from their arcade counterparts!

WHAT WE SAY NOW

JAZ: Although it looks rubbish, this is still a very playable and enjoyable game. Perhaps a few percent off the sound because it's pretty awful, but the rest of the marks are spot-on.
RICH: The quality of Sega conversions hasn't really increased that dramatically, so to be honest, I'm quite happy with the marks for this game. It's a decent conversion, well worth getting hold of.

SUPER REAL BASKETBALL
MACHINE: MASTER SYSTEM
BY: TIERTEX

Super Real Basketball looks and indeed plays like just about every other basketball game released on the Megadrive. There's little more to add to that really.

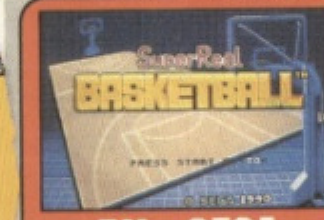
WHAT WE SAID THEN

JAZ: Basketball fans are bound to thoroughly enjoy the action — although I don't think it has that special ingredient which would make it totally appealing to a broader range of games-players.
MATT: If you're a fan of the sport, this is a good buy, but whether it's worth the price is debatable.

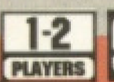


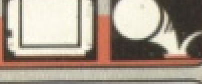
WHAT WE SAY NOW

JAZ: I don't like basketball games much, and playing this old fossil wasn't exactly a heap o' laffs. It's pretty slick I'll admit, but the new EA games are miles better. 10% off all marks except presentation, which is still very good.
RICH: This is still quite a nifty game of digital basketball — very fast and fluid, but EA's seemingly never-ending series of basketball games are all a lot better.



BY: SEGA
PRICE: £29.99
RELEASE DATE: OUT NOW
GAME DIFFICULTY: EASY
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: 1
RESPONSIVENESS: BRILL





PRESENTATION 84%
Colourful and clear option screens set the interest level very high.

GRAPHICS 88%
The players are great, and the special shots are a joy to watch. The crowd is a little bland though.

SOUND 74%
The ball whooshes into the basket, the cheerleaders chant to the music, and the players dribble!

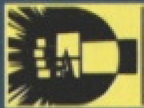
PLAYABILITY 81%
Brilliant in two-player mode, the game lacks thrills when attempting it solo.

LASTABILITY 76%
This is a great game to have around, as sports sims rarely outlive their welcome.

OVERALL 79%
Super Real Basketball gives solid entertainment to two players, but on your own it's a little wearing!







PRICE TBA

BY SEGA/CAPCOM

RELEASE JUNE

OPTIONS

CONTROL: JOY PAD
CONTINUES:
SKILL LEVELS: 4
REPONSIVESS:EXCELLENT
GAME DIFFICULTY:TOUGH

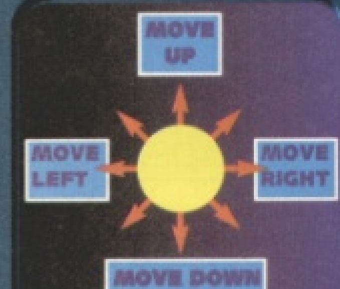
1ST DAY SCORE

940,600

ORIGIN

Final Fight is converted from the massively popular Capcom coin-op of the same name.

HOW TO CONTROL



A Jump

B Attack

C Jump

S Starts and pauses the game.

HOW TO PLAY

Guide Haggar, Cody or Guy through the scrolling streets, beating up anyone and everyone (apart from each other — unless you really want to).

Life's tough when you're the mayor of Metro City. If it isn't coping with the many social problems and working out budgets and stuff, you're having to put up with the constant bribes of the Mad Gear gang.

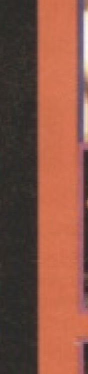
Mike Haggar — the ex-wrestler mayor of Metro City — is having none of this rubbish and turns down every one of the hoods' evil bribes. Obviously the criminal lads are a tad perturbed by this turn of events, and in a fit of vengeance, kidnap Haggar's daughter Jessica and parade her scantily-clad form on national television!

Haggar decides that enough's enough and chooses to take to the streets, using his wrestling skills to subdue any Mad Gear hoods who cross his horizontally scrolling path. Helping him rescue Jessica is her boyfriend, the street fighter hunk, Cody. Joining the crusade as well is Guy, a streetwise ninja-type who enjoys wearing orange pyjamas in public.

It's their task to traverse the seven scrolling levels, beating up the hoods and defeating the evil bosses of each area, in a quest to reach the Mad Gear leader — Belger! Only by defeating him in combat can Haggar reclaim his daughter and save the day (maybe even the whole week if he's lucky).

CHARACTER STUDY

There are three characters to choose from in Final Fight CD, each with their own special attacks and specific styles. Check out the full details here.



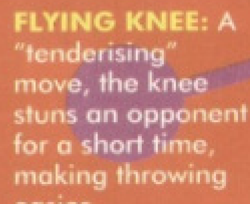
CODY



Cody is your common or garden street fighter, with specific mastery of blades. He can slash as well as throw these weapons — unlike the other two characters.

SPEED: 2
POWER: 2
TECHNIQUE: 2

BASIC ATTACK: A flurry of fists, followed by a devastating uppercut — guaranteed to deck anyone in the entire game!



FLYING KNEE: A "tenderising" move, the knee stuns an opponent for a short time, making throwing easier.

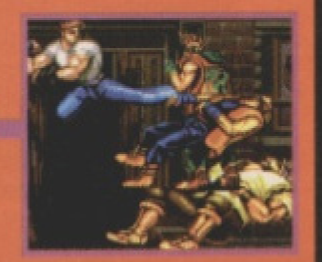
KICK: A fast flying kick that Cody can execute after kneeing an opponent or somersaulting towards one.





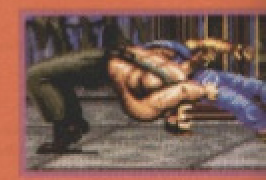
GRABBING KNEE: Cody smacks an opponent's head into his knee. Oww!

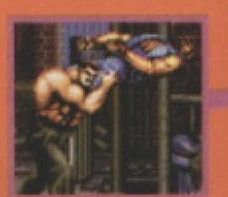
THROW: A basic over-the-shoulder job. The thrown opponent decks anyone he/she makes contact with!



SPECIAL: A flying, spinning kick that sends anyone in the immediate area flying!











COMMENT



RICH

Previously, to play a decent version of Final Fight, I've had to play the Super NES version, which was good, but lacked many of the features of the arcade original. No more! The Mega-CD game is far superior and actually slightly better than the coin-op. Gameplay-wise, it's exactly the same, but the fab soundtracks have been greatly improved over the coin-op's. Everything that made the coin-op so utterly skillful has been faithfully reproduced — from the addictive fist action to the amazingly detailed backdrops. All of the crunching digitised sound effects and sampled screams have been included too, making for a chillingly realistic beat 'em up experience. This game has action oozing from every pore — whilst the Super NES version was limited to three baddies on-screen, the Mega-CD version is packed to the brim with Frankly I'm stunned by the sheer quality of this game — it knocks the spots off Streets of Rage II and is an essential purchase for all Mega-CD owners! Make sure you buy this!

HAGGAR

Champion wrestler and master of the deadly piledriver. His antics are admired the world over, particularly by a certain Russian wrestler named Zangief...

SPEED: 1
POWER: 3
TECHNIQUE: 2

BASIC ATTACK: A couple of powerful punches, followed up by a double-handed smack to the face.

KICK: A very basic double-foot flying attack. It gets the job done.

BACK-BREAKER: Haggar bends over backwards to perform this bone-crunching move. Very powerful indeed! Hurrah!

HEAD BUTT: A rock hard bonce is a deadly weapon!

LUNGE: Haggar's "tenderising" move, this lunge only inflicts minor damage, but can be followed up with a kick.



PILEDRIVER: Haggar's most powerful move crashes the chosen foe's head straight into the floor!



SPECIAL: A deadly spinning double lariat that cropped up in another Capcom combat game...



GUY

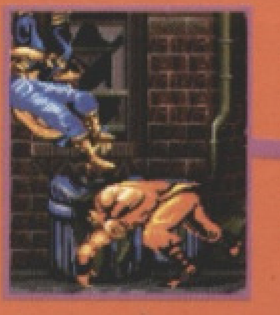
Jessica's ninja friend who bears a secret crush on the abducted teenage temptress. Wearer of the sacred Orange Pyjamas of Doom.

SPEED: 3
POWER: 1
TECHNIQUE: 2

BASIC ATTACK: An impressive flurry of jabs and elbows, followed by a decent high-kick to the features.

KICK: A text book ninjitsu kick to the head.

THROW: A perfectly executed over-the-shoulder job that inflicts the most damage and floors any foes who get in the way.



FLYING KNEE: Guy's "tenderising" move — much the same as Cody's attack.



GRABBING KNEE: Guy grabs his opponent, who undergoes the torture of having his face applied at speed to Guy's knee!



SPECIAL: A spinning flying kick that decks all within range!



LEVEL ONE: THE SLUMS

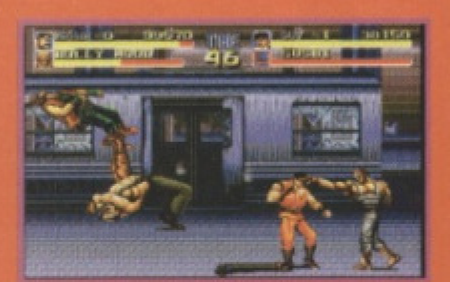


▲ *Stuff off! This is our beer; get yer own!*

The action starts off in the slums, where our heroes know they'll find the evil gangland leader Damnd — he who abducted Jessica in the first place! This level is a basic round, with no real foes that cause any problems.

LEVEL TWO: THE SUBWAY

The subway is not a safe place to be — especially when the Mad Gear hole up there of a night time! It's our heroes' job to beat their way through the cons and reach a seedy boxing ring, where they face the imposing fighter that is Sodom — a guy who carries two swords for combat!



▲ *Yowch! Let go of my hair, you girl!*

LEVEL THREE: WEST SIDE

The corrupt cop, Edi E, runs the seedy West Side of Metro City, but before the lads can face him, they have to beat their way through a bar room brawl and face the likes of the dodgy-looking Andore and Andore Jr! Yikes!



▲ *They never did find out who spilled their drink!*

LEVEL FOUR: INDUSTRIAL AREA

The manufacturing sector of Metro City, taken over by Rolento and his Mad Gear cronies is Haggar and Co's next destination. Patrol the area and take a lift up to the lair of the deadly army commando — the twisted Rolento!

▼ *'....and the cow said 'I was going to say that!'. Get it?'*





COMMENT

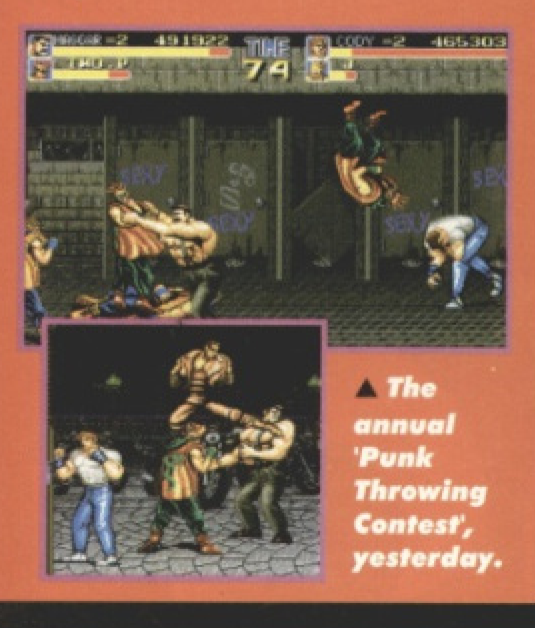


PAUL

Whey hey! Yahoo! At last! Final Fight on the Mega-CD is incredible. The definitive beat 'em up has all the features of Capcom's classic coin-op which means that all three characters are here in the best simultaneous two-player fighting action on any machine — apart from Street Fighter II, of course! Even on EASY difficulty setting this conversion is mightily challenging, the screen resembling the London Underground at rush hour — it's just so packed with sprites for the killing! As is expected from a CD, the sound tracks are slick and groovy renditions of the arcade originals — in fact they're better! Likewise the sound effects come blasting from the speakers with fantastically sickening, over-the-top duplications of fist against bone and knife into arm! It's just excellent to hear Hagar as he roars into the next punishing piledriver or Guy scream into another damaging, flying kick and then the cries and screams of all those on the receiving end! Due to the virtually limitless memory of the Mega-CD the representation of each three characters is both detailed and smoothly animated. Even Cody looks pretty good in this conversion. Final Fight is the best scrolling beat 'em up ever! It makes the Streets of Rage games look very poor indeed with respect to the comparitive intelligence of the enemy sprites and the associated pleasure of 'doing away' with them. There's really nothing else to say, and with Street Fighter II loitering with menacing intent just a few months away (hopefully — Rich) I

LEVEL FIVE: BAY AREA

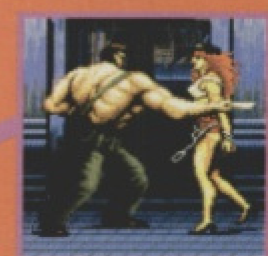
The Metro City park and bay area used to be a nice place to take a walk, until the biker division of the Mad Gear gang decided to take up residence! Our heroes have to beat up legions of bikers and molotov-chucking meanies before facing up to the meanest boss of all: the rather dodgy Abigail (yes, it is a "he"!)



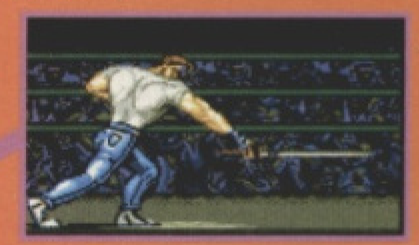
▲ *The annual 'Punk Throwing Contest', yesterday.*

LOOK AT MY WEAPON

Along the way, there are plenty of barrels, crates and telephone boxes to smash open. Inside are all manner of goodies, including money, food and weapons. There are three basic weapons the lads can make use of.



KNIFE: A pretty disposable weapon — simply chuck it at the foe of your choice! If you choose Cody, you can slash enemies at close range for extra damage!



SWORD: A lightweight weapon, very fast to hit with and inflicts moderate levels of damage, depending on who's using it.



LEAD PIPE: A very heavy and cumbersome weapon, the lead pipe is the most powerful weapon in the game — best used by Haggar.

LONG TERM REPORT	
HOUR	
DAY	
WEEK	
MONTH	
YEAR	

BREAKDOWN	
STRATEGY	
ACTION	
CHALLENGE	
REFLEXES	

EXTRA! EXTRA!

Final Fight CD gives one or two players the chance to hone their combat skills in a special bonus game.

Basically, you're on a suspension bridge with 60 seconds on the clock. Mad Gear meanies swarm on and it's your job to clobber them senseless. This special round never appeared in either the arcade or the Super NES versions of the game and is a great bonus to the game.

LEVEL SIX: UPTOWN

The richer, East Side of Metro City, is the more respectable end of the city... however, by this time, the Mad Gears have got wind of the heroes' intention and have drafted in their greatest fighters to "take care" of them. Can they reach the imprisoned Jessica?



▲ *Foul play as Roxy stuffs a lemon into Cody's mouth when he least expects it!*

PRESENTATION 92

▲A fabulous intro kicks off the proceedings, and there's a good deal of options to tweak as well. The bonus timed level is a welcome addition to the game.

GRAPHICS 94

▲Amazing backdrops and sprites that are nigh-on perfect replicas of the arcade originals. There's also some fab animation on all of the characters.

SOUND 94

▲A brilliant range of smacks, thuds and screams back the proceedings, along with some awesome CD soundtracks.

PLAYABILTY 96

▲Final Fight CD amazes from the beginning with highly addictive beat 'em up action. We're not exaggerating when we say that it's like having the arcade machine in your bedroom!

LASTABILITY 94

▲There are seven tough levels to conquer, four difficulty levels and a duel-like timed game to add to the interest. It's one of those showcase games that has you playing months after you've completed it.

OVERALL 95

Move over Streets of Rage II! Final Fight CD rules supreme as the ultimate combat game available for any Sega console. It's just like having the arcade machine at home!

PREVIEW

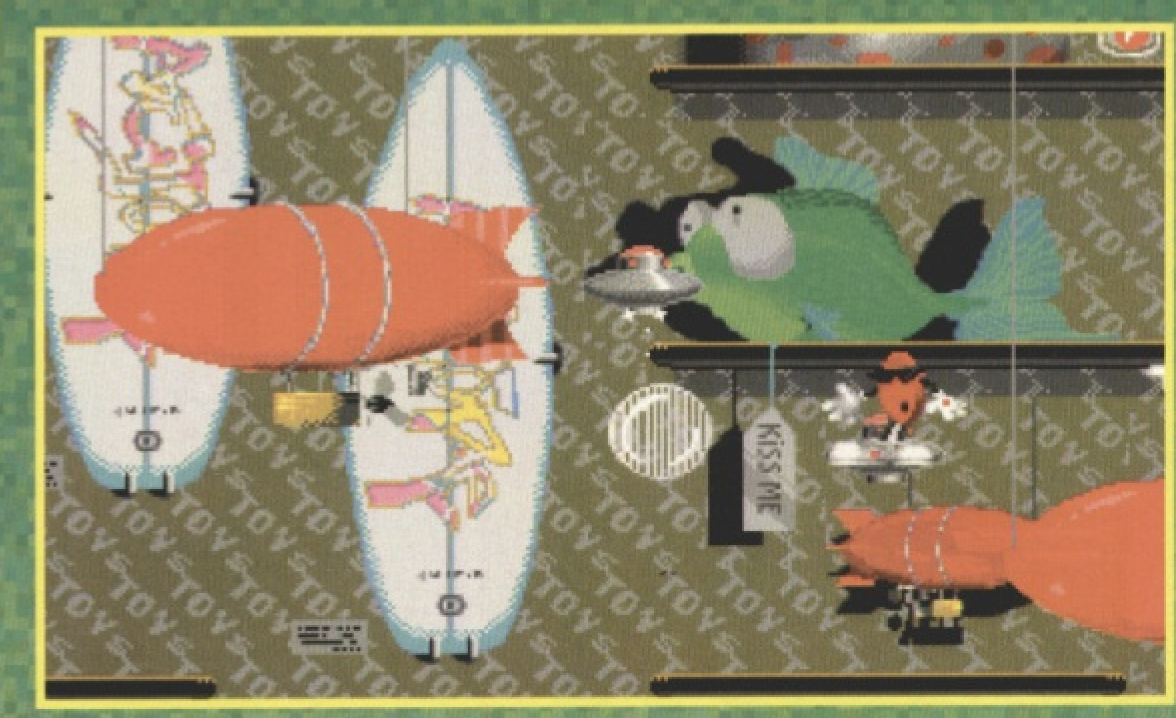
There's something distinctly unsavoury about spots — big, pus-ridden, unsightly zits oozing out of your face, back or buttocks are something I could never imagine being made to look attractive but somehow Virgin has managed it with the hero of their new Megadrive release — Cool Spot.

Spot is the man of the hour with his glowing red body and groovy sunglasses, he's the kind of acne that'd cover your whole face given half a chance but he hasn't the time for such dallying because his friends — Spot, Spot, Spot, Spot, Spot, Spot, Spot, Spot, Spot, Spot, Spot and Spot are in deep trouble and he's the only one who can save them.

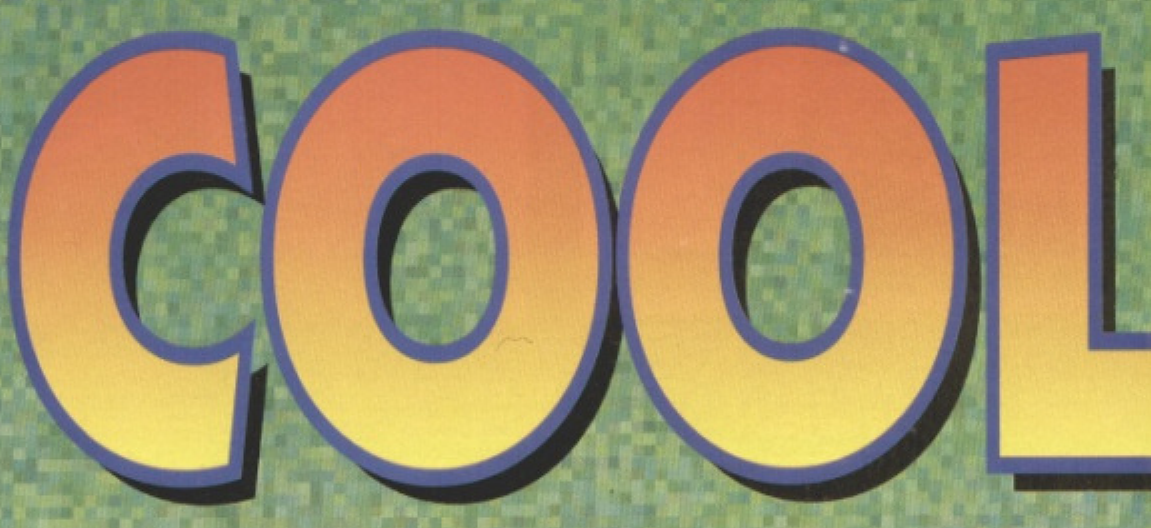
For years, Spot's arch-enemy Wild Wicked Willy Will has been trying to capture a real live Spot to prove to the world that they really do exist (though why a Willy would want to catch spots I haven't a clue — most people have to get Penicillin to get rid of them)!

To achieve his wily ways, Willy has set cunning Spot trap cages in all the places where a Spot might be lurking with amazing results — every cage has caught a Spot apart from our hero who has to now slurp through 11 platform levels blasting baddies like crabs, shellfish and assorted insects with bubbles (although it's not bubbles that spots usually emit) and freeing his chums.

Our sneak peek at the squeezable one has revealed some of the 250 excellent Spot animations — this guy is Cool with a capital C. The backgrounds look pretty spiffy as well as you wander through the Beach Front, Pier Pressure and Off The Wall and seven spot-size worlds from the beach to the toy store. For the full review, tune into a future issue of this unbeatable organ.



▲ Spawn of the Devil's trumpet! A miniature Zeppelin!





▲ At last! The lost shades of Atlantis.

▼ Cool Spot and his pet wasp, Keith.



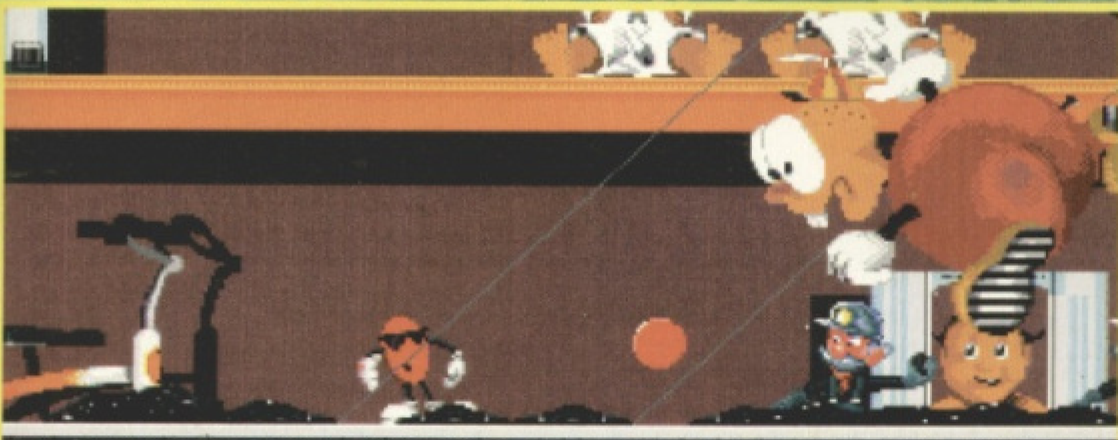






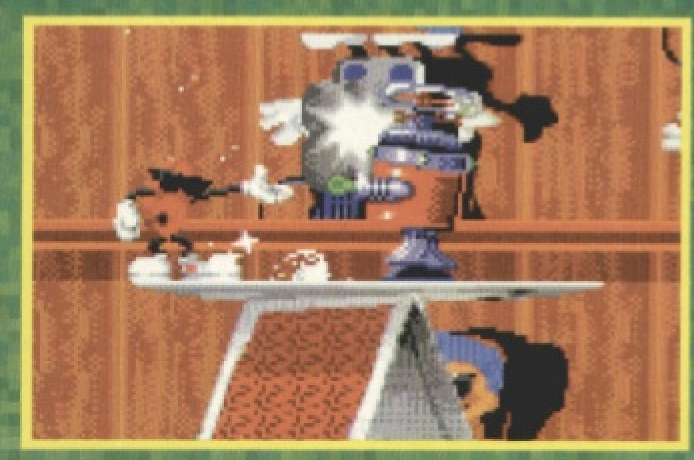
▲ Damn you Hermit Crab! It was YOU who stole my christmas boxer shorts!

SPOT









▲ Chewing in class eh? C'mon spit it out.



▲ A Cool Spot in mid-air yesterday.



▲ Just back off Spotty-lad or the kid gets it.





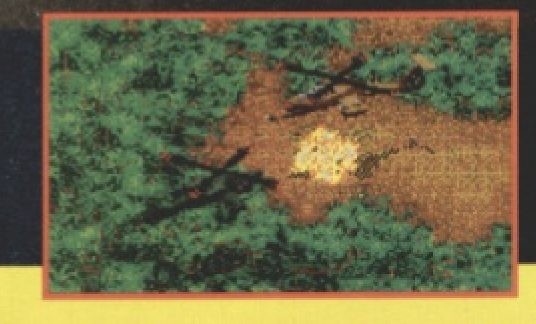


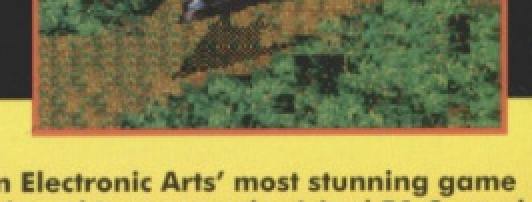


JUNGLE STRI



▲ Control a Stealth Fighter!







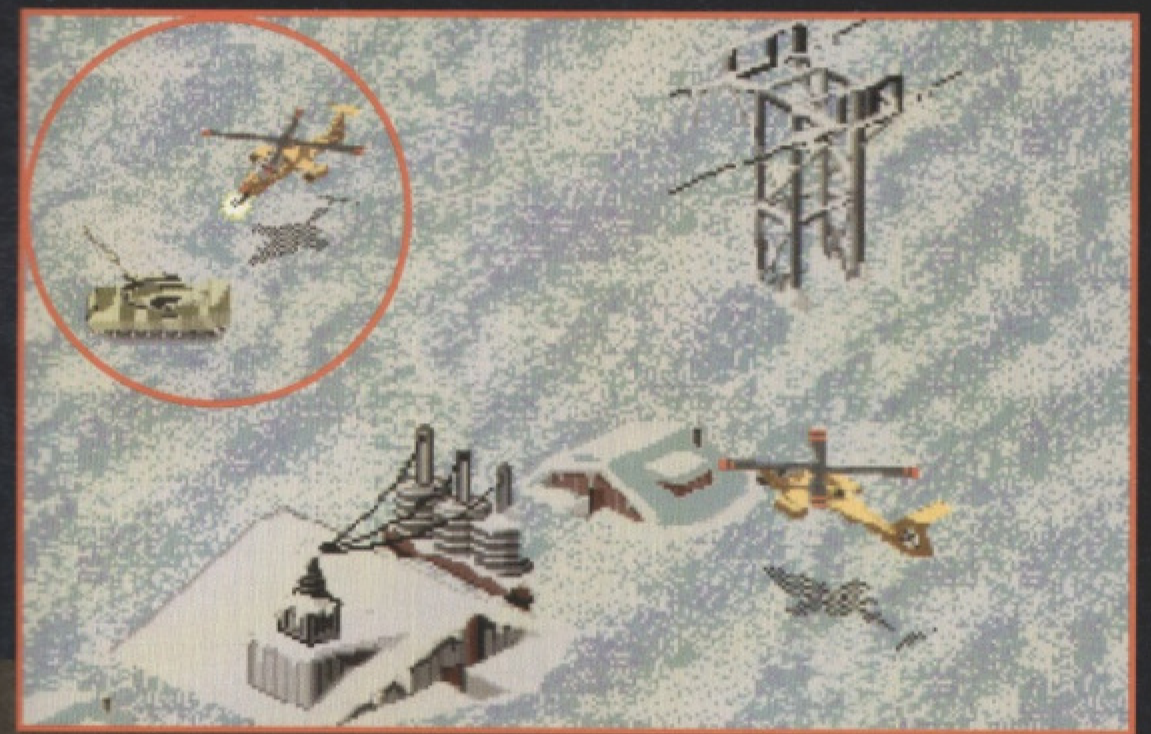
Here it is — the complete preview on Electronic Arts' most stunning game of the summer — Jungle Strike! Rich and Lucy recently visited EA Central and saw a great deal of the 16-meg game in action. Hurrah!

Basically, the plot involves the evil General Killbaba of Desert Strike — or rather his son! Yes indeed, for this murderous offspring has clubbed together with some South American drug lords and now they're marching their evil forces towards the United States! In fact, by the time the game starts, tanks have rolled into Washington, and they're threatening to blow up all of the historic monuments in acts of unbridled terrorism! It's down to you in your Comanche chopper to take on the General's son and his murderous minions.

Desert Strike had four major campaigns — Jungle Strike has a massive nine! What's more, unlike its predecessor with its samey backdrops, the sequel has a vast variety of different scenery. There's the greenery of Washington, mountain-top ice levels, some brilliant jungle scenes (of course) and loads more besides! Fab eh?

d — in fact, the screen updates at twice the speed of the original! The sound has been upgraded for the sequel too — all-new digitised samples have been incorporated into the game to add to the realism.

What else can we say? We only spent a couple of hours looking at a pre-production version of Jungle Strike and already we've been taken aback by its unbridled levels of excellence! Smart eh? Well look out for the complete review to this smart game really soon!


A power station, cunningly hidden.




Attacking an arctic base in your chopper.





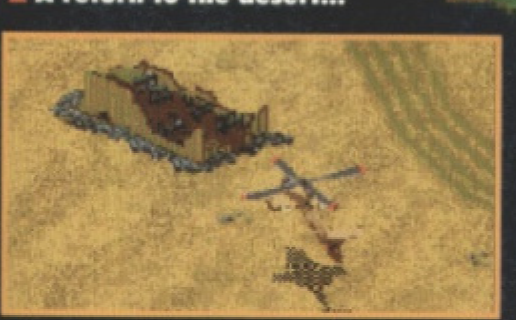
BY: EA			
1 PLAYERS			PRICE TBA / RELEASE JUNE



Use the winch to pick up supplies.


Loads of scenarios abound here.

A return to the desert...


The Comanche goes on the attack.

The Jungle Strike hovercraft in action.



HARDBALL III



Okay, hands up those who've heard of Al Michael? My god, the silence is deafening but apparently this chappie is an very big cheese indeed on the American baseball circuits and Accolade were well chuffed to sign him up for the voice-over on their new Megadrive experience — Hardball III.

▲ *"Well, there goes the ball then. Yes."*

Although to most Brits baseball is about as exciting as a case of piles, to the yanks it's big business and in this one- or two-player game, Accolade have done their best to recreate the game as accurately as possibly — with some success from what we've seen so far.

The options are endless — compete in exhibition games, a complete 162 game season including an all-star game, play-offs and championship games. Save an individual game, a season in progress, or the all-star game and customise one or two complete teams using the player and pitcher editor.

Use the VCR-like 'Instant Replay' feature to save key plays to a highlight reel for later viewing, track upcoming games via the month-by-month, on-screen calender and the availability of over 25 different statistical categories, appearing on-screen in 'baseball card' format.

Using the player editor, create customised team logos, change the colour of the uniforms and caps, or choose individual faces.

Accolade has packed a lot of action into Hardball III, and included lots of authentic features of major league parks such as foul territories. The play-by-play commentary by Al Michaels is excellent but as for the verdict on the gameplay and everything else you'll have to wait for the future full review in MEAN MACHINES SEGA.

BY: ACCOLADE
1-2 PLAYERS
PRICE £39.99
RELEASE APRIL



Sega's policy of converting all the major Marvel Comics characters on to the Megadrive proceeds apace with The X-Men. Based on the biggest-selling comic of all-time, this game looks like being hot!

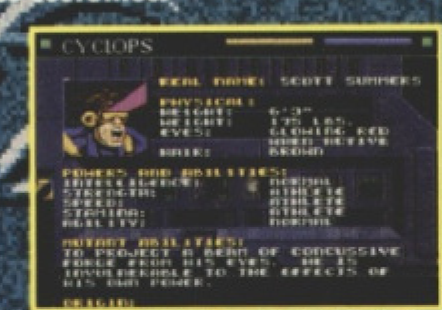
The basic idea is that the mutants' arch-enemy, Magneto has seized control of a high-power satellite and is beaming disruptive signals to the X-Men Danger Room — a high-tech room that uses machinery and holograms to simulate dangerous situations. In this room, the X-Men hone their skills in their battle against evil super-powered beings.

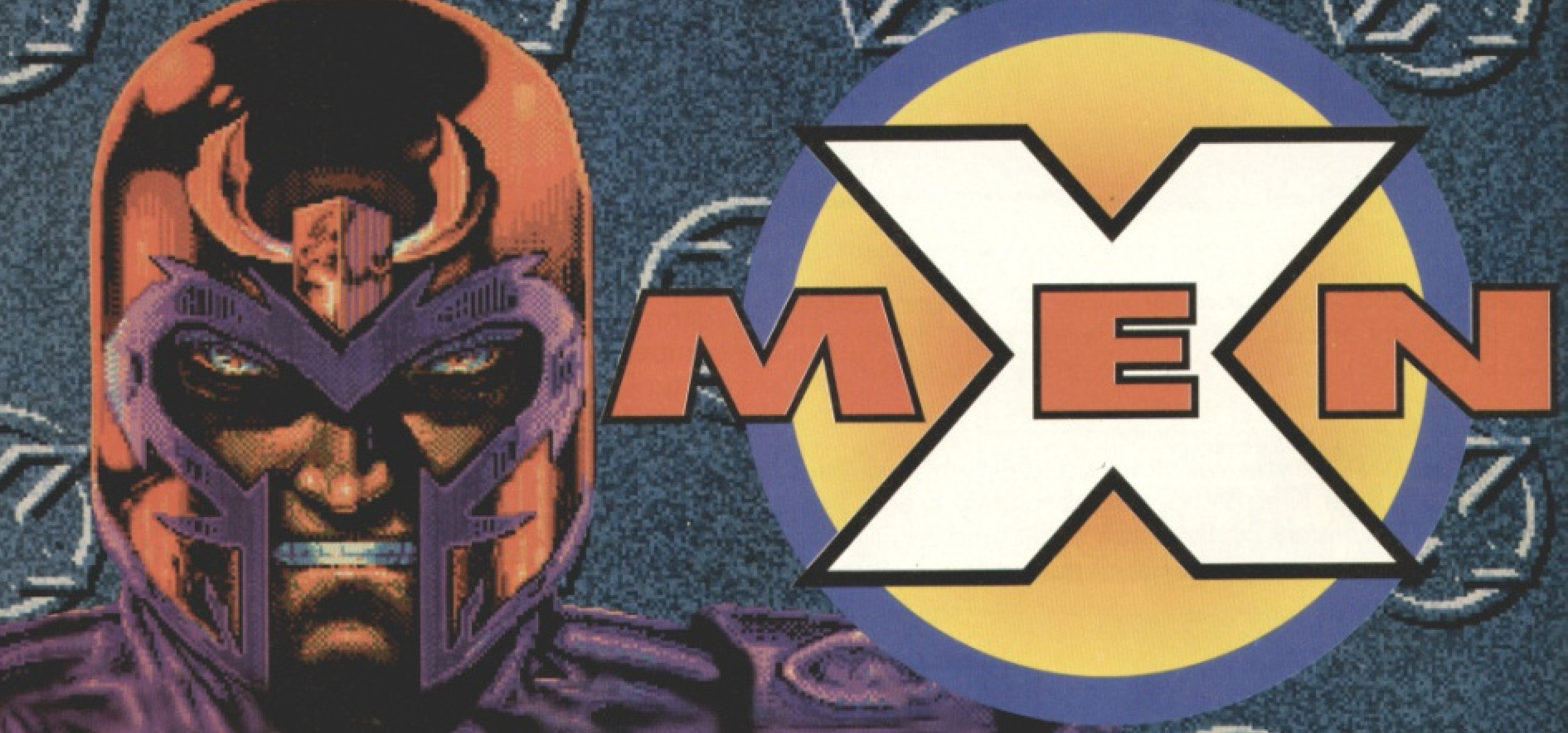
What this all boils down to is level upon level of scrolling platform action, with you (and a mate in two-player mode) daring to defeat the various holograms of X-enemies (including the dreaded Juggernaut and Apocalypse!) that Magneto has created.

We've had a few hours' concentrated play on The X-Men and can report that it is extremely tough — even in the amateur mode! Comic fans should be delighted with this game as it adheres quite closely to the original stories as well. It's due to be released in May, so look out for the definitive review next month!

The X-Men in their fancy dress costumes.









Gambit and Cyclops in action!



Gambit has a quick slash.



He's well 'ard, he is.



"Come on then! Outside. I can have you."

▲ Gambit and Storm team up against the Juggernaut!



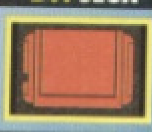
▲ Wolverine destroys a Sentinel!



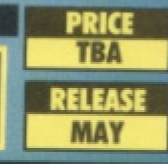
▲ Cyclops faces up to an evil impersonator!

BY: SEGA









PRICE
TBA

RELEASE
MAY



▲ Wolverine's dreaded adamantium claws!



▲ An interesting form of combat...



▲ Gambit and Nightcrawler face the Savage Land!



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MEAN MACHINES Megamart is for private advertisers only. Anybody sending in a trade advert will not have it published. It will be ignored, your cheque will not be cashed and no correspondence will be entered into! – However if you are interested in placing a lineage trade ad please contact Marie on 071-972 6700 NOW!

Due to deadlines, allow up to six weeks for your advert to appear in the magazine.

FOR SALE

AMIGA 500, 1 meg, 2 disk drives, 2 mice, loads of software for just £250. Tel. 081-807 2788 ask for John.

CITZEN SWIFT 24 colour printer in very good condition with box for just £150 Tel. 081-807 2788 ask for John.

HARD DRIVE plus A590 comes with 20 megs of secondary storage and a generous built in 2 megs of ram, comes with instructions and box sell for £250. Tel. John on 081-807 2788.

GAMES FOR SALE (Megadrive) EA Hockey, Desert Strike, Road Rash, Mercs, Dick Tracey, Alien 3, Robocod, John Maddens '92. All official, vgc, boxed with instructions, as new, worth £320, sell £175. Price includes 1st class recorded delivery. Sell as whole package only. Ring (0322) 556801 after 6.30pm.

ISSUES 1-8 Megatech + issue 1 Game Zone. Excellent condition. All gifts included, £45. Includes 1st class recorded delivery. No part sales. Ring (0322) 556801.

SUPER NINTENDO GAMES Mickey's Magical Quest boxed as new £40 also Lemmings (Jap) £25. Tel. Peterborough (0733) 208588 after 5pm.

SNES GAME Desert Strike £35, Convertor £10, plays all games. Call now! You pay postage. Tel (0983) 566938.

SUPER NES for sale 4 weeks old with Mario World, boxed sell £100. PHONE 081-463 0353.

FOR SALE Master System 2 with 15 games including Asterix, Alien 3, R-Type and Golden Axe all for £350 ono, worth nearly £500 all boxed and in good condition. Tel. (0563) 44644.

CUSTOM, Gameboy, Gamelight, Amplifier 4 good games, Mario 2, Popeye 2, Quarth, Tetris. Unwanted Christmas presents. Good offer £90 or swap for Gamegear. Phone 051-920 7778 after 5pm.

GAMEGEAR for sale with Tazmania, Mickey Mouse, Sonic 1, Sonic 2, Space Harrier, Woody Pop Columns, adaptor, head phones and carry case all boxed and in excellent condition. All for only £185 ono. Phone (0277) 210384 after 4pm.

MEGADRIVE good condition, 4 games including Sonic 2 and Streets of Rage, all boxed with instructions, £180. Tel. (0970) 832359.

FOR SALE: Desert Strike, (MD) £25.Please phone Robin Norton on (0327) 62126

COMPLETE GUIDE to Consoles 1, 2, 3, 4, £5 each. Mean Machines 1-20, £3 each. Sega Pro 1-10, £3 each. Mega Tech 1-8, £3 each. Other Sega mags all perfect condition, not including P&P. Eng/Jap MD games perfect condition from £10. Tel. (0532) 536887 (Leeds).

FOR SALE Sega Gamegear with Shinobi, Lemmings and Convertor with adaptor, worth £170, sell for £130. Tel. (0239) 613064 ask for Emyr Vittle between 5-8pm.

MEGADRIVE Sonic 2, NHLPA, Hockey '93, Madden '92, Hardball, Road Rash 2, loads of mags 8 months old, £220. Tel. (0709) 581873 Doncaster area.

PC ENGINE 5 good games Chan and Chan, Vigulante, Ninja Spirits etc., also Nintendo Nes 11 top games SMB 3, SMB 1 Turtles 2 etc., Light Gun plays all games, £250. Call Andy (0642) 676627 between 5 and 10pm (Stockton).

ATARI LYNX with mains adaptor and 4 games, California games, Slime World, Blue Lightning, Paper Boy only £150. Tel. (0354) 740960.

ATARI 2600 with 7 games, Atari joystick and new Cheetah joystick. Atari Console needs fixing, great gift for young children, cost £20. Games: Mr Do, Battle Zone, Smufs, Pole-Position, Kunfu, Star Wars, etc. Contact on 081-459 1269 ask for Suja.

EXCELLENT BARGAIN Clod Buster, RC Car, just spent £70 on repai,r perfect condition worth £400 for quick sale £200 ono. Tel. (0803) 865836.

NES GAMES Terminator 2, Tetris, Double Dragon, Turbo Racing, £12 each. Contact Irene on 081-459 1269.

MEGADRIVE 6 games and extra controller for sale £200. Will consider lowering price, swapping with SNES or selling separately as Megadrive, extra controller and Sonic, £85. Sonic 2, £26. Ecco, £25. Robocod, £24. Road Rash, £16. Immortal, £21. Phone Fintan (0662) 249804.

GAME GEAR with 6 games including Mickey Mouse, Shinobi, Sonic, Barcelonia, G.Loc, Woody Pop, sell for £125. Phone 071-701 6631 evenings.

BOXED UK Megadrive, 2 pads, convertor, 9 games including Ecco, Immortal, F22, worth £400+ sell £200. Phone Sam (0494) 728458.

MASTER SYSTEM + 22 games for sale, phone (0932) 348964. Also Gameboy games for £8 each. Phone (0932) 349740

GAME GEAR 10 games, TV tuner, convertor, adaptor, recharger, AC adaptor, worth £440+ sell for £320. Tel. 091-272 2707 ask for Dom.

MS2 FOR SALE including 4 games also 3 games for sale, £18 each. SM GP2, Asterix and Spiderman also Gamegear for sale including Sonic 1 £70. Phone Craig on 091-469 5150.

GAMEBOY for sale 3 games 2 player adaptor excellent condition £65. Phone Mark (0959) 564442.

YO DUDES! Check this out! I will chuck in a FREE NES if you buy my 7 games for £95, if interested contact Franklyn on 081-851 6130. Evenings only please. (Phone now to avoid disappointment!)

OVER 30 Megadrive and Super Nintendo games for sale, various games but all top titles £15-£30, also some Gamegear. Phone (0922) 403699.

MASTER SYSTEM 14 games, 2 pads all boxed with instructions £150 ono. Ring Steve on (0444) 483146. Now!!!!! Cheers.

NEO GEO Scart, 2 joysticks, power supply, 2 games: Magician Lord, Burning Fight, £300 ono. Tel. 051-677 1491.

MEGADRIVE (UK), 9 months old with 2 pads + PSU, 8 games including John Madden '93, Dragons Fury, Speedball 2, Thunderforce IV, NFL Sportstalk Football, all in excellent condition, worth over £400, sell for £220 ono. Phone David on (05512) 2778.

SEGA MASTER System plus 2 game in side light phaser, Super Kick Off, Super Tennis, Olympic '92, Super Hang On, Cluck Hunt and 2 control pads. Tel. 081-850 7863.

NINTENDO Good condition with 8 games including Super Mario III, Rush and Attack, Turtles II also 2 pads, only £160 ono. Phone Richard on 071-794 9697 from 5.30pm onwards.

MEGADRIVE GAMES: Starflight, £30. Aquatic games, £25. Brand new magazines; Megatech, £15. Mean Machines last ever issue, £10 also Segapro 2-15 and Megatech 3-11, £30 (bits missing here and there) please phone Peter on (0277) 623405 (Billericay) after 5pm.

MEGADRIVE GAMES: Golden Axe and Bio Hazard Battle, £40 the pair; also RPG games for PC 286 or higher: Eye of The Beholder II, Prophecy of The Shadow, Legend and Ishar, £60 for all four. Tel. Scarborough (0723) 581282.

MEGADRIVE 2 joypads and game, sell £80 or sell Megadrive, 9 games, 2 pads, amplifier and 4 speaker surround sound, mags plus more for £190. Also, Super Nes, 2 joypads, Mario, Streetfighter II and converter, £125 or Snes plus 5 games, £200. Phone (0734) 863651.

ATARI ST520FM Computer upgraded to 1Mb, £1000 worth of games, boxed and with manuals, joystick, mouse and mat included as well as 110 computer magazine disks and magazines, £350 the lot! Tel. 081-789 3383.

MASTER SYSTEM Games for sale: Shinobi, Impossible Mission, Ghouls and Ghosts, Wonderboy III, £16. Secret Command, Hang On, £7 will swap for Slap Shot, Super Kick Off or World Class Leaderboard. Ring Ian on (0454) 412916 after 5pm.

SEGA GAME GEAR, 6 games: Sonic, Sonic 2, Donald Duck, Shinobi, Wonderboy, Prince of Persia. Super wide gear, mains adaptor, padded carry case good condition, worth £300 selling for £190. Phone (0494) 814429.

MEGA CD runs Japanese carts with Prince of Persia, Earnest Evans, Wonderdog. Megadrive runs all carts with Alien 3, Sonic 2, Tasmania, Strider. All excellent condition still boxed, 2 joypads value £495 selling for £285. Call André Saturday/ Sunday on 081-572 5574.

MICKEY AND SONIC for Master System £15 each or £25 for both. Phone Gareth on (0244) 543191 between 9am and 7pm.

SEGA MASTER SYSTEM 2 control pads, 1 light phaser, 3 games built in plus Wonderboy, Chiplifter, Zillion, £50. Phone (0978) 312151 evenings only.

AMGIA 500 for sale, new disk drive, loads of top games, joysticks, mouse, manuals, £250 ono. Call Tim (0883) 715732.

C64 GAMES for sale, priced £1-£2. Send SAE to Steve Taylor, 30 Heapworth Avenue, Ramsbottom, Bury, Lancs BL0 9EH.

SEGA GAMEGEAR for sale! Including 4 great games plus A/C adaptor and magnifier full boxed, bargain, £110. Tel. (0222) 766969.

MEGADRIVE 5 games EG, Streets of Rage 2, 2 controllers and magazines, sell for £125. Phone (0625) 871564.

MASTER SYSTEM II and games: Transbot, Ghostbusters, Gloc, Battle Out-Run, Double Dragon, Alex Kid, Lemmings, Terminator and Alien 3 for sale, worth £280 will sell for £190 also £15 of C64 games. Phone Ben on (0767) 680897 after 4.30pm.

COMMODORE 64 for sale with over 150 games with new tape deck £120 ono. Phone (0895) 255308.

MASTER SYSTEM with 5 games, including Sonic 2, W. Boy 3, Double Dragon, £80 also Spectrum 60 games any offer within reason. Tel. 081-575 3819 Middlesex area.

NES for sale includes 8 good games, SMB III, Micro Machines, Chip 'n' Dale, Digger, Marble Madness ect., 2 controls and a chetah ballstick turbo joypad, worth £375 sell for £150. Phone Stephen on (0636) 702460. Newark, Notts area.

AMIGA 500+ for sale, 1mg Ram, Workbench, DPaint 3, Simpsons, Lemmings, R-Type, demo disks, disk box, selection of cover disks and mags, mouse and mouse mat, Robocop 3, Stereo Master sample equipment, joystick, all cables, boxed and mint condition, £395 ono. Tel. 081-399 0995.

NES 42 in 1 game cartridge, Game Key, Game Genie, 10 games, laser gun, 2 joypads, worth £700. Sell for £320 ono Phone Bradley on 081-500 5823.

FOR SALE Nintendo Game Boy with 4 good games, Blades of Steel, Motorcross Maniacs, Bart Simpson, Tetris going good £70. Tel. (0742) 740298.

GAME GEAR with box, good condition, 12 games worth nearly £400. Sell for £240 ono. Tel. Jamie Quinn on (0792) 297552.

NINTENDO GAME BOY 8 games in 1 for sale including Tennis, Klax, Dr. Mario, £30. Phone (0726) 817167 evenings only.

SEGA MASTER SYSTEM for sale! Only £100 with joypads and 5 top games. Phone 081-397 9924 ask for Mark.

FOR SALE: Issues 1-14 of Megatech, £2 each. Also Dungeons and Dragons game for MD, £25. Phone Kristian on (0772) 436786.

GAME GEAR for sale with games, battery pack, boxed as new, games include Lucky Dime, Caper Outrun, Shinobi, Sonic, G-Loc, Olypic Gold, Space Harrier worth £360 will accept £150 ono. Tel. Michelle on 081-330 3506.

OFFICIAL MEGADRIVE, 2 joypads and 19 games inlcuding 11 games rated 90+ in Mean Machines, e.g. Sonic, John Madden '92, EA Hockey, James Pond II and Super Monaco also Japanese game convertor. All boxed, all instructions, £350 ono. Phone (0707) 873885 Herts area (North London).

AMSTRAD for sale: 2 joysticks, 23 games, keyboard + monitor, £250 or will swap for Super Nes with scope and games. Call Andrew (0222) 665626.

GAME GEAR with Sonic 1, Sonic 2, Columns and Leaderboard Golf also TV Tuner, worth £230 will sell for £180. Phone 081-505 8776.

GAME GEAR, TV Tuner, magnifier and five games, plus mains adaptor for sale £250 ono. Contact Andy on (0242) 582631.

ATARI LYNX games: Slime World, Shanghai, Rampage, Chips Challeng, Zarlor Mercenary, California Games £10 each or all for £50. Tel. (0652) 635442.

MEGADRIVE for sale, 5 games including Streets of Rage 2, 2 controllers, will sell for £170. Phone (0625) 871564, Stockport area.

NES with Robot, Nes advantage, 2 controllers, light gun and 8 games including SM 2 and SM 3 all for £130. Tel. Michael on (0628) 823589 after 4pm.

MASTER SYSTEM for Megadrive, it comes with 10 games, like Terminator, Sonic 2, R-Type and Heavyweight Champ, including 2 joypads and control stick, offers of any kind. Tel. Gareth on (0202) 691341.

SEGA MASTER SYSTEM, Joystick, Rapid Fire unit, Phaser, 7 games including Pacmania, Populous, Columns, £90. Call Danny on 081-524 1639.

TOP MEGADRIVE games for sale: Alisia, Dragoon, Tazmania, Golden Axe II, Sonic. Phone Steve on (0222) 755256 (Cardiff).

MEGADRIVE GAMES: Alien 3, Desert Strike, Super Monaco 1, PGA Golf 1, Bart US, Space Mutants, Euro Club Soccer, Senna's Super Monaco 2, Speedball 2, Tazmania, £15-£30. Write to: Stewart Johnstone, 4 Albert Place, Annan, Dumfriesshire DG12 5DH, Scotland.

MASTER SYSTEM! At sale bargain price of just £120, with 6 games like: Sonic, Columns and Wonder Boy III. If interested phone Sam on 081-658 2041 Bromley/South London.

MEGADRIVE GAMES for sale all English, £25 each. Quackshot, Terminator, Kid Chameleon, Speedball 2. Phone Dean on (0670) 521232.

SWAPS

MEGADRIVE ROBOCOD and Quackshot will swap for Kid Chameleon, EA Hockey or Toejam + Earl. Ring (0306) 627583. Ask for Philip.

I'VE GOT Shadow Dancer if you want to swap it for WWF Super, Wrestle Mania. Phone: (0628) 71608.

MY Thunder Force, 4 PGA David Robinsons for Meglomania, Streets Rag 2 Ecco Bulls, Super Kick Off. (0292) 550903.

MEGADRIVE for Amiga 500 swap my Megadrive with 9 games for your Amiga with games. Phone Mark on 081-981 0942.

AMIGA 1Meg, external disk drive, 2 joysticks, mouse over 30 games including Sensible Soccer, Tip Off etc. Another 100+ games available for right deal. Swap for Neo Geo with games or Megadrive with Mega CD. Tel. Viv (0483) 420185.

MEGA CD runs Japanese carts with Prince Persia, Earnest Evans, Wonderdog, Megadrive runs all carts with Alien 3, Sonic 2, Tasmania Strider. All in excellent condition, still boxed, 2 joypads swap for Neo Geo + 2 games. Call André Sat/Sun 081-572 5574.

MASTER SYSTEM Exchange Club. For details send y our name and Address to: Paul, 40 Highcliffe Road, Twogates, Tamworth, Staffs B77 1EE.

I'LL SWAP my Gamegear with 3 games and Super Wide Gear for your Megadrive. Phone Tom, Monday -Friday on 021-708 0798.

MASTER SYSTEM 2 with 4 games for Game Gear with 2 to 3 games and wall adaptor. Tel. (0443) 733174.

I WILL SWAP World of Illusion for PGA Golf Tour I/II or sell for £25. Ring Andrew (0943) 602304 after 6pm.

JAP Megadrive with 1 game will swap for Eng Megladrive with 1 game or will sell for £85. Phone James on (0531) 631212 daytime.

MEGADRIVE SWAPS G. Axe 2, Mickey Mouse, World Cup '92 for Toejam, Streets of Rage, Road Rash, Chameleon also Mutants for Krusty's. Phone (0533) 812314.

AMART



SWAP MY F22, Alien Storm, Zoom, Son ic Super Monaco, Robocod, Columns, Rambo 3 for your T2 Arcade, Alien 3, Mickey/Donald, Lemmings, Smash TV, Desert Strike, Predator 2, Dragons Fury, all games in mint condition and sent recorded delivery. Phone Jeff 071-538 2273.
MEGADRIVE SUPERNES Games for sale or swap. Phone Brian after 7pm on (0463) 221173.
MEGADRIVE Games for swaps, Terminator, Ariel, PGA Golf, Corporation, Kid Chameleon, Wrestlemania, Sword Vermillion, Gynoug games, Wanted are Euro Club Soccer, Humans, NHL Hockey '93, Micro Machines, Lotus Challenge, Terminator II, Arcus Odysey, USA Basketball. Call Steve or Caz on 081-575 7207.
GAMEBOY Games will swap Bubble Bobble, Turrican, Ninja Gaiden for Operation C or 2 games for Axelay. Call Matthew (0222)615071.
SWAP Gamegear Super Kick Off for Wimbledon Tennis, and Sonic 2 for Shinobi or Alien 3. Phone Gary (0325) 482094.
I WILL SWAP £4 plus Out-Run for the Sega Master System for Sonic 2. Tel. Philip Oram on (0202) 534280.
I WILL SWAP Sonic 2 for Phantasy Star 3 or Ghouls 'N' Ghosts and Road Rash 2 for Micro Machines also Super Monaco GP II for Krusty's Fun House. Tel. Mary on 021-449 4335 after 6pm.
MEGADRIVE GAMES I will swap Lastbattle for Alien Storm and Eswat for NHL Hockey. Tel. Lee on (0670) 713920 between 4 and 5pm.
SWAP Toejam & Earl, Super Monaco GP, Fairy Tale, F22 Interceptor, Might & Magic for Phantasy Star 1 or 3, Desert Strike, EA Hockey, Alisia Dragon, Arcus Odessa, Dungeons & Dragons, Pacmania, Mega-lo-mania or any other good game. Tel. Sally on (0244) 378079.

WANTED

I WILL PAY between £10-£20 for UK Megadrive games. Phone Mark After 6pm on (0443) 442138.
WANTED SNES with games, the SNES should have 2 control pads. For details call Roy quickly on (0296) 27147.
WANTED for Megadrive, Zoom, Desert Strike, Dragons Fury, Speedball 2, Strider. Call Warren (0442) 877136.
UK MEGADRIVE wanted, £60 maximum for Console, must live in Oxfordshire area. Phone Richard on (0491) 38672.
MEGADRIVE GAMES will pay £40 for Arcus Odyssey, £35 each for F1 Circus, Dahna, F1 Grand Prix, Tiger Heli, £30 for Ultimate Tiger, £25 each for XDR, Curse. All boxed with instructions. Tel. Steve (0 603) 616386. Now, please!
GAMES WANTED for Sega Mid MS 99 at reasonable prices boxed with instructions. Call John anytime (0538) 722870 (Staffs).
WANTED Any good Megadrive games, I will pay between £10-£15 for your games, I can be contacted on (0475) 686282.
WANTED Top Megadrive and Snes titles 80-90% rated only, good price paid for latest titles. Ring 021-459 7576.
NEO GEO Games wanted for cash or swap, anything considered, will also swap for Snes or Megadrive Carts. Call Mark (0642) 226708.
MEGADRIVE Supernes games for sale or swap. Phone Brian after 7pm on (0463) 221173.
WANTED 'Shanghai' for Sega Master System must be in good condition. Phone (0203) 457732.
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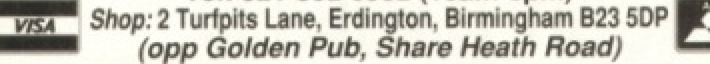
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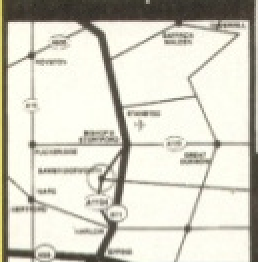
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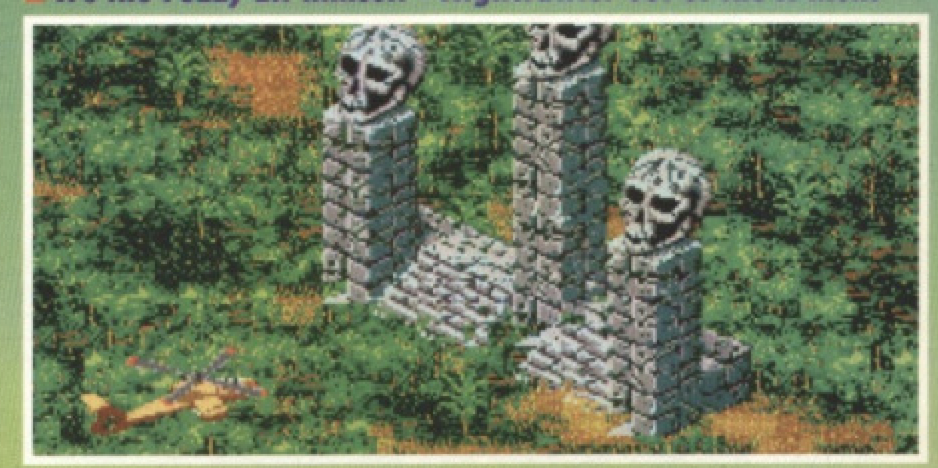
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NEXT MONTH

Next month, we've lined up an issue that's going to blow you away! We've got our hands on the EXCLUSIVE review of one of the hottest games of the summer: Electronic Arts' amazing Jungle Strike! What's more, we've got the full low down on some stunning games, including Virgin's Cool Spot and Sega's X-Men! But best of all, look out for the amazing gift! MEAN MACHINES, in association with Sega, are bringing you a stunning Mega-CD-related present, and it's simply fantastic! What's more, this brilliant gift is...



▲ *It's the Fuzzy Elf himself - Nighcrawler out of the X-Men!*





▲ *Somewhere, an amusing zit gag was waiting in the wings...*

▲ *Picketing palms in Jungle Strike (tee ho).*

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